POLYHEDRON™

Newszine Issue 23

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About the Cover

This month's cover is a Tom Wham original, created especially for our April Fool issue. The scene depicts critters from the various Foolish articles in these pages — gargoyles (with and without wings), a flying slime, a man and his frog, and of course some snits and a confused bolotomus in the foreground.

Special Feature

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NEWSZINE

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Notes From HQ

News for April

If this is your first issue of POLYHEDRON™ Newszine, I'd like to take this opportunity to welcome you to the RPGA™ Network, and to let you in on the gag. Five out of the six issues you will receive with each year of membership bring you club news, informative articles on your favorite game systems, and a chance to make a serious contribution to the hobby by sharing your ideas with other members. This issue is not one of those five. It's the annual April Fool issue, conceived in madness and dedicated to the proposition that there is room for levity in gaming. The only completely "straight" items in this issue are the module ("In the Black Hours" Part 2, by David Cook), "New Magic Items" (pg. 12) by Frank Mentzer, the ads, and the "Notes from HQ" article to which your eyeballs are now glued.

Our members have been generous with their contributions to our madness, and we would like to thank the following persons for their April Fool articles: Gary Gygax ("Ultimists"), Skip Williams ("The Lighter Side of Encounters"), Bruce Heard ("Zee Chef"), Frank Mentzer ("Excerpts from the Book of Mischievous Magic", "Punnishments to Fit the Crime", "Emezons", and "Dispel Confusion"), Merle Rasmussen ("Dispel Confusion"), David Collins ("Dungeonsongs" and "Why Gargoyles Don't Have Wings (But Should) — an Alternate Viewpoint"), and Tom Robertson (Guest Editorial).

Tournament News

Now that all the tournament data for the year 1984 has been processed, we at HQ feel that special mention should be made of two members' accomplishments. As you know, the RPGA Network's tournament scoring system allows players to rate the quality of the judging in sponsored events. Last year, one and only one judge received a perfect score from all of his players — the highest possible quality rating. That judge was our very own Harold Johnson, a talented veteran. On the other side of the coin, one new member managed to take a first place in the AD&D® event at GEN CON® 17 Game Fair, and another first in the AD&D® event at Contact 84 — and he had never played a major tournament before! So let's all congratulate "Rookie of the Year" Steve Glimpse — the one to beat in 1985.

Below are the winners lists for RPGA Network events held at several conventions since our last report. Congratulations to all!

Convention	1st Place	2nd Place	3rd Place
Contact 84	Steve Glimpse	Jean Rabe	Charles Martin
	Richard Royster	Randy Head	Pedro Dominguez
	Bruce Rabe	John Goertz	Mark Crowley
	Joe Martin	Robert Etheridge	B.J. Brenner
	David Boger	Jason Dowd	Michael Boshears
Council of Five Nations	Paul Bosselait	Kim Stevens	John Gan
Nowscon	Randy Helmink	Michael Dorsey	Dave Wisner
Fantasycon I	Russell Robertson	David Gardipee	Judy Robertson

Don't forget to check the classifieds page for announcements of the upcoming conventions that feature RPGA Network tournaments!

Are you planning to attend GEN CON Game Fair this year? If so, consider judging an RPGA Network tournament. Not only do you get experience points for each session you judge, but you receive a free membership extension and free admission to the con! If you didn't get a judge letter from the convention staff, you can still sign up by calling HQ before May 30, 1985.

From the "Everyone Makes Mistakes" Department

The 1985 membership directory has been delayed due to production difficulties. We hope to release it in May.

Last issue, the article on new cleric spells by Jon Pickens was missing the following line from the *mend limb* spell: "Level: 5; Components: *V,S,M*".

Omitted from the GEN CON 17 Game Fair winners lists were Mike Wise (who should have been listed with Susan Sullivan as a first place winner in the STAR FRONTIERS® Game tournament), and John Mau (who took a first in the GAMMA WORLD® game event). Our apologies to both, and belated congratulations.

And lastly, special thanks to the phantom keyliner, whose timely help made the last issue possible.

AN OFFICIAL POLICY STATEMENT

A Guest Editorial
by Tom Robertson

RE: Questions on the sex lives of monsters.

We at TSR, Inc. receive hebdomadal plangency for particulars about the fecundity and personal habits of the various creatures detailed in the AD&D® game. This is an indurative policy statement in that regard.

First, the Gygax Act of 10344 A.A. quite clearly states (to quote Volume 92, Chapter 7, page 301, column 4):

> "On the Ontogeny of the Specie: The panoply of autochthonous occupants apposite to the realms heretofore detailed hereby irrevocably receive the apodictic protection detailed in Volume 45, Chapter 4, of this Act."

The conclusion is obvious, though additional forensic disquisition ineluctably would require additional research, and no enchiridion is available. Consult your local hermeneuticist.

Second, through the anfractuous, sesquipidalic and prolix details of this Act, all the officially authorized creatures are forbidden from engaging in any sort of anomalous procreation without express permission, except in such instances as specifically detailed in the references as kept in the Prime Libravaults, under threat of excoriation and often instant, permanent, and transmultiversal eradication. And they all know it.

Third and finally, we at TSR, Inc., being mere Implementors of the rulings of the Primordial Polymath specifically for the elaboration and communication of information for this subsegment of the Prime Material Plane in this particular Probability (this universe being unfortunately miscatalogued with such regularity that an accurate Multiversal Classification Code would have no real meaning), can neither promise nor expect response from Official Sources in this regard unless seekers of clarifications include, with their questions, a self-addressed prepaid container compatable with the message delivery systems currently in common use, as well as, in cases where thorough research is desired, a prepaid transprobability container to facilitate communications with the Main Office. Note also that sedulous ratocination and autodidacticism are encouraged, especially for the impecunious meliorist.

This should clarify the situation considerably.

Thank you for your inquiry.

NOTE: This policy is labile and subject to floccipaucinihilipilification.

ULTIMISTS

The Nadir of New Classes

by Gary Gygax

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The various new classes I proposed a year or so ago are okay, but the players in MY campaign have really taken to the newest sort of adventurer, which developed out of my deep devotion to the powers of the lower planes! I call them ULTIMISTS, or the fighting wizard-priests. Here is how the class developed, and the stats so you can add them to your campaign.

History: Aeons ago, the mightiest of tri-classed characters, Palir Lofo, determined to create a band of invincible pawns to spread his power through the entire world. Thus, the Ever-dark Order of Ultimate Enforcers was created. High in the inaccessable mountains of Rhumdedhum, a fortress-like monastery was constructed to house and train the new order of super-adventurers. By the scores came the vilest and most powerful of those who sought freedom through abuse and oppression. There in the totally hidden recesses of the monastery's fastness, they bred like rabbits, and thus developed a new sub-race of virtual overmen. From this forsaken wilderness, thousands of leagues from anywhere, came the fighting wizard-priests, ready to do battle with anyone or anything...certain of victory!

Creating an Ultimist Character: Because of resistance to the concept of rolling more than 4d6 and selecting the best three (as expressed by enthusiasts when I prepared the barbarian class), use the standard system to generate stats for the ultimist. But as these are super-powerful beings, adjust the results as follows:

Strength:

Die Roll	Strength Score
11	15
12	16
13	17
14	18(50)
15	18(75)
16	18(90)
17	18(99)
18	Roll 1d6. 1 = 18(00) 2-3 = 19; 4 = 20; 5 = 21; 6 = 22

Intelligence: Add +4 to dice roll, no intelligence under 16 being possible.

Wisdom: Same as intelligence.

Dexterity:

Die Roll	Dexterity Score
13	15
14	16
15	17
16	18
17	19
18	20

Note: Double all Reaction/Attacking and Defensive Adjustments.

Constitution: Same as strength. Double all hit point adjustments as if a fighter.

Charisma: Same as strength.

Comeliness: For males add 2d4, no score under 18 possible. For females add 3d4, no score under 20 possible.

Hit Dice: Ultimists, being a cleric-mage-monk blend, use only d6, but in addition to constitution adjustment, they gain one hit point per die for each level of experience. So a 1st level ultimist has an additional hit point bonus of +1 per hit die, a 2nd level ultimist has +2, etc. There is no limit to the number of level points they can thus gain.

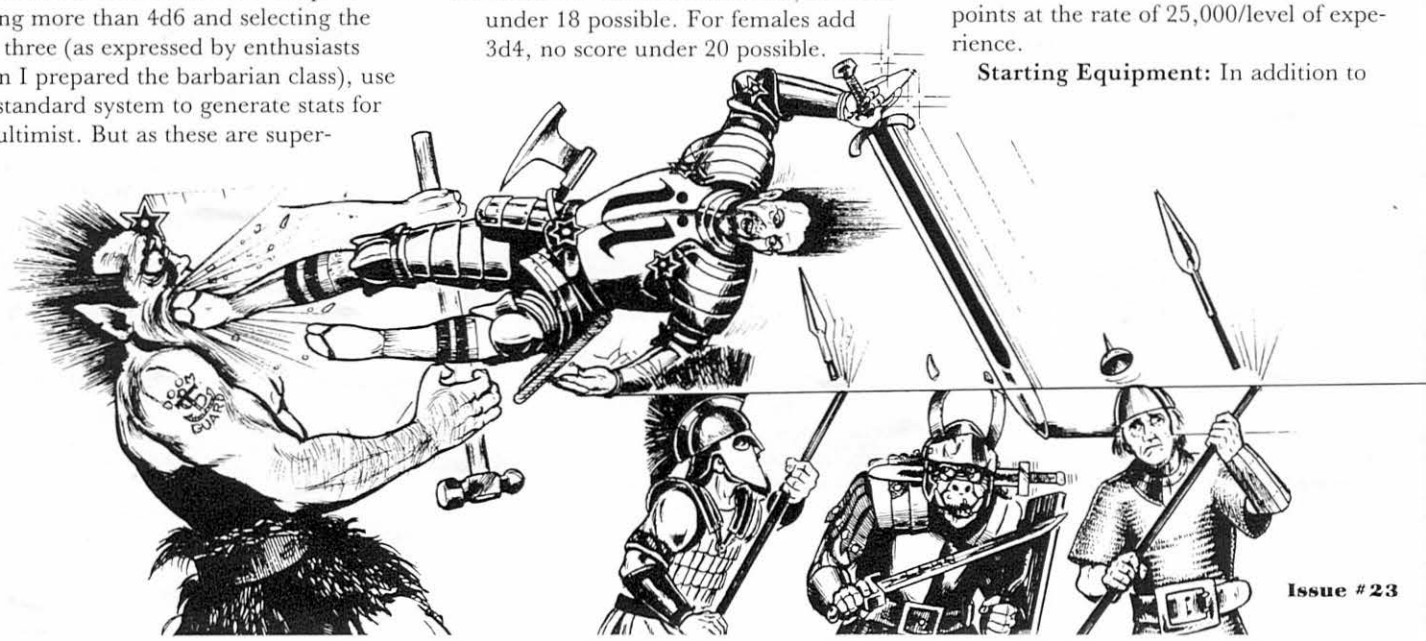
Attack: Ultimist characters attack as FIGHTERS in melee combat. Because they are a super-race, they always gain +1 "to hit".

The Class: Ultimists work simultaneously in clerical, magic-use, and monk professions. However, they gain levels as follows:

Experience Points	Level
0—1,000	1
1,001—2,500	2
2,501—5,000	3
5,001—7,000	4
7,001—9,500	5
9,501—12,500	6
12,501—16,000	7
16,001—20,000	8
20,001—25,000	9
25,001—31,000	10
31,001—38,000	11
38,000—46,000	12
46,001—55,000	13
55,001—65,000	14

To gain levels above 14, the adventurer must accumulate additional experience points at the rate of 25,000/level of experience.

Starting Equipment: In addition to



the equipment normally obtainable through purchase — ultimists begin with 1,000 to 4,000 gp (1d4) — the Order furnishes each of its fledglings with spell books listing all known spells, a *bag of holding* (15,000 gp capacity), and a special *sword of life stealing* (explained below). Each is also granted a *cloak of displacement, ring of protection + 3, boots of speed, ring of feather falling*, and a wand of his or her choice; but as these are only on loan from the Order, they don't really count.

Spell Points: Memorizing spells is tedious, and the selection requires reasoning and intelligence applied to the game. They are, obviously, not part of the ultimist class. Instead a simple spell point system is substituted. For each level attained, the ultimist gains 100 spell points. Each point is synonymous with a spell level. Therefore, a 1st level ultimist can cast 100 1st level spells per day, or 50 2nd level spells, etc. Spell points "regenerate" daily, providing the character rests for at least one hour. Spell points are used for clerical, magic-user, or illusionist spells (at twice normal level cost). They can also be used at the rate of 1 for 1 to recharge the *sword of life stealing*, provided that is the only activity the ultimist engages in for that day. Casting spells above the level normal for the ultimist has risk, however. There is a chance of spell failure based on the easy formula which follows:

Level of Spell - Level of Ultimist = % Chance of Spell Failure

Monk Abilities: Ultimist monk abilities are as shown in the Players Handbook. However, they gain the following additional powers with open-hand combat:

4th level = treat right hand as *sword of sharpness*

8th level = treat right hand as *vorpal blade*

Thieving Abilities: Note that the ultimist does not require thieves' tools for opening locks; his long fingernails are carefully shaped for use as lockpicks.

Multiple Functions: Ultimists are able to use two weapons at the same time, wear armor and cast spells or perform as a monk, or fight with a weapon in one hand and use monk open-hand attacks.

These are, of course, only the "bones" of this exciting and interesting new class. Next issue we'll tell you about how Palir Lofo dominates all pantheons of deities, and more about his minions of the Everdark Order of Ultimate Enforcers.

Why Gargoyles Don't Have Wings (But Should)

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(An Alternate Viewpoint)

by David Collins

I suppose I should first mention that the absence of wings on the illustrations of the gargoyle and margoyle* never really bothered me at all. I was perfectly willing to accept the idea that somewhere there was an artist who goofed when he did the pictures.

This rather apathetic attitude changed drastically when I read issue #21 of POLYHEDRON™ Newszine. On page 9 there was an article titled "Why Gargoyles Don't Have Wings (But Should)", by Mr. Gary Gygax. He reached the topic given in the title about a third of the way through the article (about where I expect I will reach it also), discussed the apparent contradiction between the text (which gives a flying speed for the monster) and the illustration (which shows no wings), but then shrugged the whole thing off as a mistake somewhere in the process of production. He then went on to discuss the life cycle of the gargoyle, and to give combat statistics for the young (presumably the true purpose of the article in the first place), and never did mention a gargoyle's wings after that single paragraph.

Having reconsidered the problem, I now propose to explain this highly disturbing dichotomy another way, and give a defense for the artist who did the drawings. I suggest that both the text and the illo are correct. The solution is simple after a little reflection on the mechanics of a fantasy world. Gargoyles can fly without wings. After all, it states in the text that gargoyles are "predators of a magical nature", so it seems likely that they can fly magically, just like a mage using a *fly** spell, (or for that matter, anyone whatsoever using a *potion of flying**). If you have no problems with the mage flying without wings, then you should have no problems with the gargoyle doing the same.

But this still doesn't completely settle the question. The last section of the monster description speaks of the gargoyle's aquatic cousin, and says that the kopoacinth* is just like the gargoyle, but uses its wings to swim. This poses a problem. If the marine version has wings (or fins as the case may be), and is identical to the gargoyle, then the gargoyle must have wings too, and I'm right back where I started. How can these contradictory statements be reconciled?

Easily enough after you think about it. Picture two gargoyles, Rudy and Hubert. They just woke up after a late night, and both of them want to fly down to the pond to see if they can maybe scare up some duck for breakfast. Rudy climbs out of bed, stumbles to the ledge outside the cave, and launches himself into the air. During his flight to the pond, he crashes into two boulders, one hillside, four trees, and a lilypad. He also scares a couple of ducks half out of their minds. Hubert, on the other hand (being a bit more with it), climbs out of bed, stumbles to the closet (by the ledge outside their cave), *puts on his wings*, THEN launches himself into the air. His flight to the pond is smooth and uneventful except for catching two ducks that seem to have been panicked by something.

Gargoyles, as is obvious from the above, have detachable wings. The gargoyle supplies all of the lifting and moving energy magically, but can only maneuver slowly and with difficulty (Maneuverability Class K). Wings must be used to gain effective maneuverability in the air. (If you use this idea in your campaign, the wings should NOT be magical in any way — unless you want everyone flying after one encounter with gargoyles).

This hypothesis resolves the situation just as completely as that given by Mr. Gygax. The picture of the gargoyle without wings is exactly that — a picture of a gargoyle without his wings. He had probably hung them up on the coat rack while posing for the artist.

For those who feel that this idea is not sufficiently realistic, I would like to point out that "realism" as we know it is not one of the premises on which a fantasy world is based, and that the above hypothesis is perfectly logical within the constraints of the AD&D® game system. After all, detachable wings are already available to characters in the form of magical *wings of flying**. I would also like to mention that the idea of gargoyles with detachable wings is not original with the author. It is lifted almost completely from one of the most famous series of fantasy novels of all time — Frank Baum's "Oz" books.

THE LIGHTER SIDE OF ENCOUNTERS

CINDY Character © 1985 Dave Conant *IVAN AVATAR Character © 1985 Keith Parkinson* *© 1985 TSR, Inc. All Rights Reserved.*

by Skip Williams

Most FRP'ers like a little humor mixed in with their gaming. Some even cultivate it and drive the rest of us to distraction. We've all been subjected to puns (usually bad), jokes (often inappropriate) or clownish characters (generally amusing, but frequently undependable). But in spite of humor's inevitable appearance in FRP, the most comical episodes usually escape and go unappreciated. This is because players in FRP games often do things that seem perfectly reasonable at the time to those involved, but are ludicrous (or at least incongruous) when seen out of context.

The following encounters are based on actual campaign events. After examining them, you should be able to think of a few of your own; there's probably plenty of material right in your own campaign. A few of these should add some levity to even the most straight-faced adventure. Spring them randomly on your players for maximum shock effect, or confine the madness to one area of your world to increase bewilderment. Or do both and keep everybody guessing.

Before we venture off into this madcap adventure land, let us pause to anticipate a question: What sort of players do these things— what characters and in which campaigns? The answer is everybody— some and most, i.e. any player in any campaign, but some characters more than most. Take me for example. In a local campaign I maintain two characters, one an upright, hard-fighting lawful good Ranger Lord, the other a skitterish and — well — unstable, chaotic good lady Illusionist. Between the two, the illusionist is more fun to be with, being pleasant, flirtatious and clever, while the ranger is always giving the thieves the hairy eyeball and acting omniscient — his 7 Charisma doesn't help matters either. When it comes to comedy; however, it's the ranger that gets the laughs. While the illusionist is doing droll things like *paralyzing* rampaging purple worms and knitting together semi-illusionary *shadow monsters*, the ranger is single-handedly slaying dragons with poisoned *ioun stones* and chasing — with murder in his eye — seemingly harmless birds helter-skelter through dungeons at breakneck speeds.

How can the serious character be so much funnier than the comic? Because it's tough for a clown to make a fool of himself, but the same feat is excruciatingly easy for the rest of us. The same rule also applies to campaigns — some of them are so crazy that nothing seems incongruous.

Although the following encounters may be inflicted upon a party of any size and level, note that the NPCs involved are of respectable ability, and could easily best a low level group foolish enough to initiate combat. Use caution in running these encounters; they are meant to be fun, not deadly.

Where, Oh Where, Has That Slimy Frog Gone?

Campaign: Aquaria
DM: Frank Mentzer
Location: Lake Geneva, WI

Background for the DM

In another part of the dungeon, a high-level adventuring party has been fighting a pitched battle with some nasties, including a green slaad. When things began going the party's way, the slaad abandoned its comrades, *polymorphed* into a bird, and fled. Unfortunately for it, the party's ranger was equipped with *boots of speed*, and has elected to give chase. An elf fighter/magic-user/thief set out after the ranger when the battle was over, and the rest of their friends will follow as soon as they finish mopping up.

Notes for the DM

To run this encounter, start your party in the 30′ square room at the north end of the map. How they get there is strictly up to you — stairway, connecting passage, *teleportation, et al.* Athelstan, Ivan, and the slaad start in area A.

The slaad has *detect invisibility* and *polymorph self* running and has already used its *delayed blast fire ball* and *gate*. In bird form it moves at 36″, but it must slow down to pass through portals and cannot turn at full speed, so Athelstan (moving at only 24″) is able to keep pace and close at each doorway.

Athelstan begins the chase at 69 hit points. He is under the influence of a *potion of frost giant strength*, has used a shot of *mustard* from his *canister of condiments*, and has cast his *unseen servant*. (The *servant* holds Athelstan's *ioun stone*, and since it only moves 12″, is hanging on for dear life.)

Ivan starts the encounter at full hp, and has cast *polymorph self, detect invisibility* and *strength* — giving him a strength of 18(75).

Below is a round-by-round description of the monster and NPC actions, assuming no interference. To start the encounter, determine surprise, check character position, and establish any other pertinent details that may affect the action. Modify the boxed descriptions as needed to suit the circumstances.

Round 1

Athelstan has caught up with the bird just on the other side of secret door *B* and dealt it a blow. It flies through the secret door while Athelstan recovers from his swing.

> As you are proceeding along this normal dungeon corridor, an unnoticed secret door bursts open on your flank. An ordinary, drab-looking bird about the size of a crow swoops out of the opening directly over your heads — while you duck you wonder what unseen force always opens doors for monsters. Fortunately, the bird seems to be in a hurry to get somewhere and ignores you. It banks sharply and streaks away, brushing a few heads in spite of everyone's attempts to duck. You straighten up in time to see the secret door close, melding with the wall again.
>
> Before you have time to ponder these events, the door flies open again, and a disheveled, strongly-built, sword-brandishing, and irritated-looking man storms out.

The door didn't slow him down much. Athelstan collides with any character foolish enough to be standing within 5′ of the door at time, sending the unlucky individual sprawling. Meanwhile, Ivan starts out after Athelstan.

Round 2

> Unaffected, the newcomer casts his glance balefully about, spies the rapidly receding bird, bellows an earsplitting "Ah HAA!" and charges.

Athelstan, with his extra strength from the *potion* and his extra speed from the *boots*, will plow through any characters still in his path, knocking them aside like ninepins. He strikes and hits the bird as it slows to go through door *C*.

He accelerates rapidly as he gets clear, and closes on the bird. The bird squawks pitifully as its pursuer looms over it, and you give an involuntary shudder as the fighter winds up to deal the fleeing fowl a blow — it looks like bird hash. Slowing but a little, the fighter rises to the balls of his feet, and cranks back his sword-arm. Leaning into the blow, he snaps his glowing sword forward; the sword slices through the air with an eerie whistle and strikes home with a sickening "thunk".

To your amazement, the bird is not sundered, but takes the blow. Shedding a feather, it is knocked against the far wall, caroming off like a feathered billiard ball before regaining its equilibrium. It laborously flaps its way upwards out of sword's reach, and disappears into the darkness.

Recovering from his attack, the man dashes off after it. For a few heartbeats you hear nothing but his speeding footfalls, then he roars a challenge: "Stand and die like the slimy Frog you are!" There is no reply, and the echoes of the footfalls fade into the distance.

While you ponder these strange events, the secret door opens for a third time. As you all prepare to dodge, an elf hurries out, looks to his left and right, and finally asks "Did a guy and a frog come this way?"

Athelstan takes his final swing for the round as the bird passes through door *D*.

Round 3

Athelstan pursues the bird through door *D*, and swings again as it pauses to pass through door *E*.

Ivan may converse briefly with any characters still at the door, but will decline to go into detail or explain the situation. He resumes the chase as quickly as possible, using the form of a sprite (MV 18″).

Round 4

When the slaad gets to area *F*, it turns at bay. The ceiling in this 50′ square room is 40′ high. The 20′ × 10′ section in the middle of the north wall is only 15′ tall; however, and is fully enclosed. The slaad flies there, perches on the roof, *polymorphs* back into its original form (regaining 1-12 hit points), and attempts to negotiate with Athelstan. Unfortunately, Athelstan isn't in the mood to negotiate....

Slaad: "Can we talk about this?"

Athelstan: (gives sword to *unseen servant*, pulls out bow) "Sure, talk".

Slaad: (Gulp!) "There must surely be some service I could perform..."

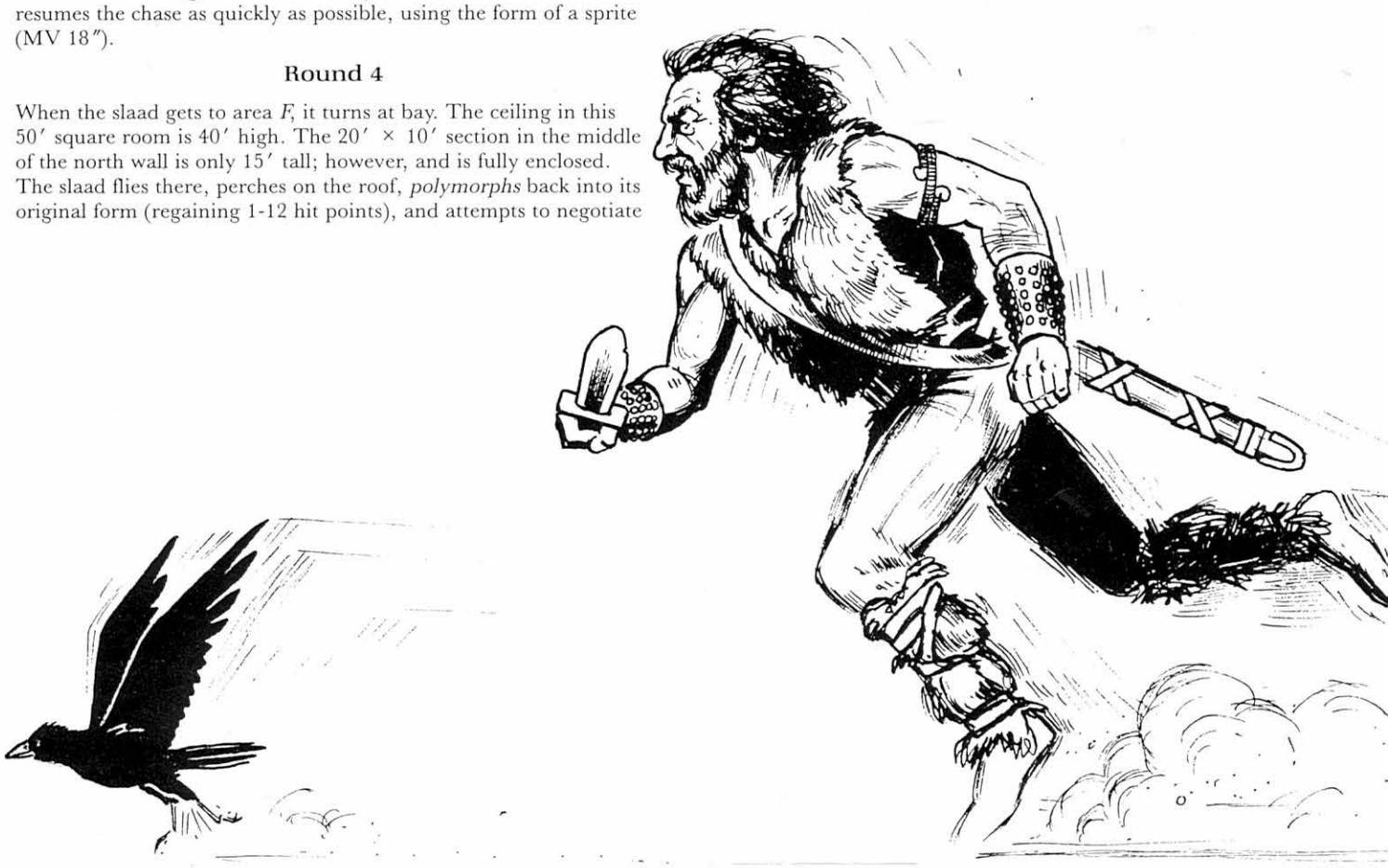
Athelstan: "That there is." (Strings bow, gives string a twang, then holds strung bow in his left hand). "Go from this plane and never return, surrendering your symbol as security for your promise."

Slaad: "#$%&*#@*)$(!"

After this failure of diplomacy, the slaad makes a run for it, *polymorphing* back into bird form, and attempting to exit the room the north. Beyond the north door is an even larger room with several exits, one of which is a random teleporter. If the slaad gets into this room, it may fly directly into the teleporter and escape.

Notes: If anyone begins to overtake Athelstan, he will have his *unseen servant* release his *ioun stone*. Athelstan is intent on killing the slaad, and will not return any attacks made on him; he counts on his speed, good armor class, and the *stone* to protect him while he concentrates on the slaad. Anyone who attacks him had better be strong of arm or glib of tongue; however, because the ranger will certainly seek a reckoning after his enemy is slain, and he can count on Ivan and the rest of his party to back him up if things get too hot. Should the slaad escape as the result of interference, Athelstan will seek a reckoning immediately.

This encounter is even more fun to run than it is to read, especially if your campaign has fallen into a rut lately. Things could get even more interesting if the party mixes it up with Athelstan — he's tough! And there are also his friends to deal with. The rest of Athelstan's party consists of a 10th level paladin, a 14th level magic-user, a 10th level illusionist, and a 10th level cleric. All are very well



equipped, along the same lines as Athelstan and Ivan, and will be very irritated with anyone who might have attacked their companions.

Variations: If the party isn't looking for trouble, and you want some excitement, try having the slaad *polymorph* into something noble-looking (gold dragon, lammasu, *et al.*), and ask the party for help. In reply, Athelstan will froth at the mouth and scream that it's a slaad — Athelstan froths at the mouth a lot anyway, but this leaves the party with a difficult decision. If the party attacks Athelstan, the slaad will escape at the first opportunity, leaving the player characters to deal with Athelstan, Ivan and the rest of their party.

Green Slaad: AC 3, MV 9, HD 9 + 3, AT 3, Dmg 2d8/1d6 + 2/1d6 + 2, STs11/STw8, THAC0 12, hp 73, AL CN.

Special Defenses: + 1 or better weapon needed to hit; 50% magic resistance. If the slaad's symbol is still intact when its mortal form is destroyed, it will reincarnate after 24 hours as a blue slaad, remaining in that form a year and a day before resuming its original form and powers.

At Will Abilities: *polymorph self, telekinese* 1,250 gold pieces weight, cause *fear, continual darkness (15' radius), ESP, detect invisibility, detect magic, locate object, produce flame.*

Once per day: *delayed blast fireball* (12d6), *gate* in other slaadi with a 50% chance of success; if successful, the slaad that appears will be red (35%), blue (35%), or green (35%).

ATHELSTAN

12th Level Human Ranger

STR: 18(90)
INT: 16
WIS: 18
DEX: 14
CON: 16
CHA: 7
AL: Lawful Good

AC -6; 84 hp.

Equipment: *bracers of defense* (AC 0), *cloak of protection + 2; ring of protection + 2; boots of speed; longsword + 3; long bow + 1*; 6 *arrows + 1*, 6 *arrows + 3; mace + 1; ring of fire resistance; sweet tooth; ioun stone* (lavender and green ellipsoid, 63 charges); *stone of cold immunity; periapt of health; canister of condiments.*

Special Abilities: Surprised only on a 1 on 1d6; attacks 3/2; 10% resistance to *sleep* and *charm* spells; infravision (60').

Spells carried:
Level 1 (druid): *detect magic; fairie fire*
Level 2 (druid): *heat metal*
Level 1 (magic-user): *unseen servant* (x2—1 already cast)

IVAN AVATAR

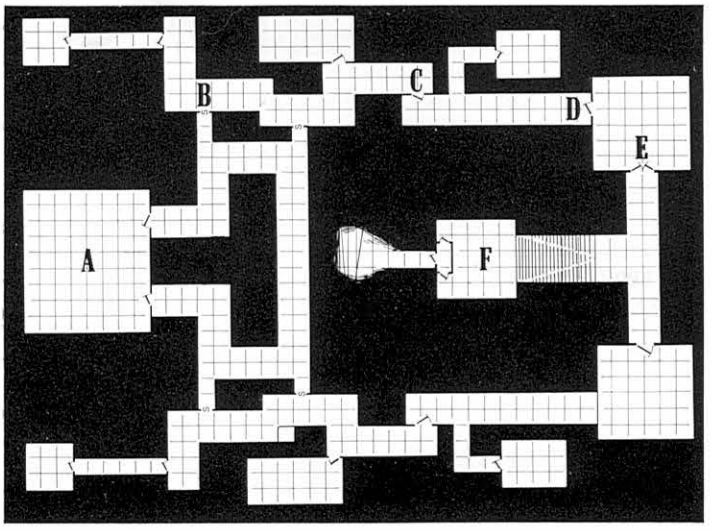
Elf Fighter/Magic-user/Thief (7/10/11)

STR: 18(45)
INT: 17
WIS: 14
DEX: 19
CON: 15
CHA: 14
AL: Neutral

AC -3; 63 hp

Equipment: *bracers of defense* (AC 4); *ring of protection + 3; longsword + 3; dagger + 2*; 3 *arrows + 3; boots of levitation; beady eye; arrow of direction; potion of healing; potion of plant control; wand of lightning* (42 charges); *temporary ring of spell storing* (*non-detection* x2).

Special Abilities: Two sword attacks and one dagger attack on even-numbered rounds, 90% resistant to *sleep* and *charm* spells; surprised only on a 1 on 1d6 (*beady eye*); infravision (105').



Spells carried:
Level 1: *magic missile* (x3); *shield*
Level 2: *detect invisibility* (x2—1 already cast); *strength* (already cast)
Level 3: *haste; lightning bolt* (x2)
Level 4: *polymorph self* (x2—1 already cast)
Level 5: *wall of force*

Thieving Abilities: PP 110%; OL 87%; F/RT 80%; MS 103%; HS 91%; HN 40%; CW 99.1%; RL 55%.

Maybe She's a Slime, But She's Our Slime

Campaign: Aquaria
DM: Frank Mentzer
Location: Lake Geneva, WI

Background for the DM

Some high-level adventurers on their way through the dungeon have sent their magic-user ahead to scout. Cindy, the mage in question, put up a *polymorph self*, a *detect invisible*, and a *fly*, assumed the form of a green slime, and flew on ahead.

The DM should place the rest of her party in a convenient location. As before, all variables that may apply to the situation (i.e. surprise, position, etc.) should be determined before starting the encounter. Modify the descriptions given to suit the actual course of events.

> You are approaching a run-of-the-mill three-way corridor intersection; nothing really interesting. Your party plods on toward it unconcerned, but as always, mildly hopeful. You pause just short of the junction for the usual quick recon, keeping a sharp eye peeled for anything out of the ordinary. You are not disappointed. To your dismay, an amorphous green blob glides out of the darkness and sails right at you! You quickly back-pedal to get out of its path, but getting an entire party to beat an orderly retreat is something that none of you has quite mastered. There is a brief period of pandemonious grunts, shuffles, clangs, and curses as your party backs away. Your first rank barely gets clear as the flying slime enters the junction, giving them a glimpse of two vacant-looking eyespots that are just visible under the upturned leading edge of the pancake-shaped slime. Then, to everyone's great relief, the flying slime cruises through the intersection, showing no interest in you at all. You're not even sure it saw you.

Cindy flies toward a door some distance away, and settles wetly to the floor. She slithers under the door with a cacaphony of slurps, pops, and gurgles.

If pursued, Cindy will flee back toward her friends, who will

remonstrate with the party for what they regard as bothering their slime.

Slime Encounter 2

Here's a variation of the slime encounter. The NPC party has had a brutal fight with some particularly nasty giant super spiders. The spiders were able to use their webs to devastating effect, forcing the party to blow off several *fireballs*. During the course of the fight, the party's magic-user — in slime form — was poisoned by a spider, and now lies stricken.

> This room is a shambles. The flame-blasted stonework and stench of burned bodies tell you that you have stepped into the aftermath of a *fireball* attack. Little remains of the room's former contents, just some smoking debris of wood or cloth, some metallic slag, and several smoldering bodies of gargantuan proportions that look like they must have had at least eight legs in life.
>
> Grouped in the center of the room is a typical-looking party of adventurers acting rather atypically. They are gathered around a small patch of green slime with looks of grim concern on their faces — how it survived the *fireball* is a mystery to you; and why the strangers are concerned or even interested is a bigger mystery still. One of the fighter types looks at a lady who is obviously the group's cleric. "Can you fix it?" he asks hopefully.

The NPC party will attempt to effect a cure for the stricken magic-user regardless of what the PC party does. The NPC fighters will converse, stall, or attack to kill (depending on which action is most appropriate) while their cleric works on the magic-user.

> The cleric detaches herself from the crowd and bends over for a closer inspection of the slime. After a thoughtful pause, she says, "Hmmm". I could try a hold poison — no, that's not right. How about a cure traps? A resist light wounds? Ahh! I remember."
>
> She utters a spell, then plunges a hand into the goo. Almost immediately the slime shudders and begins to rise from the floor.

What happens next depends on the situation. The magic-user will take a form appropriate to her party's needs at the time of her recovery.

Cindy's party is of roughly the same composition as Athelstan's. (And the cleric? Well, more about her later.)

CINDY

12th Level Human Magic-user

STR: 8
INT: 18
WIS: 13
DEX: 16
CON: 16
CHA: 14
AL: Lawful Good

AC 3; 55 hp

Equipment: *bracers of defense* (AC 3), *ring of protection + 4, dagger + 1, + 2 vs. creatures smaller than man-sized, wand of conjuration* (51 charges), *wand of magic detection* (39 charges), *hurricane lamp, scroll of delay* (4th level spells, 1 *ice storm*), *temporary ring of spell storing (plane shift), amulet of elemental command.*

Spells carried:

Level 1: *reduce, magic missile* (x4), *shield, Tenser's floating disc*
Level 2: *detect invisibility* (x2—1 already cast), *knock* (x2)
Level 3: *fly (already cast), lightning bolt* (x2); *dispel magic*
Level 4: *Rary's mnemonic enhancer (magic missile); polymorph self (already cast); dimension door; fire shield* (cold flame)
Level 5: *hold monster* (x2); *teleport; passwall*
Level 6: *Bigby's forceful hand*

Punnishments to fit the crime

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by Knarf Reztnem

The Miller's Tale

The villagers were again on the rampage, so Castle Dracula was forced to relocate yet another time. Most of the Count's aides had already left, carrying various crates of supplies (and even the Count himself, in his coffin). The only remaining items were a small box of kitchen herbs and the huge black coffin stand. The smallest of the three remaining servants said "I'll get this box; can you guys carry that heavy coffin stand?" The others quickly replied, "Sure — if you've got the thyme, we've got the bier."

Prisoners of the Bowler King

A group of adventurers once encountered some rock-like creatures known as Bowlers* (MM2, pg. 21) in such numbers that they were forced to surrender; they had stumbled upon the great mountain of the king of that race.

Taken as prisoners and thrown into the dungeon cells, the adventurers soon met other hapless victims of the bowlers, including two metal golems (one short and silver, the other man-like and gold), a human princess, and a tall apelike humanoid. Though the bowlers had stripped all their captives of equipment, the ape-man (who called himself a wooky) had somehow managed to conceal his small traveling spellbook and was industriously studying *knock** spells.

Overjoyed at this turn of events, the party's mage borrowed the spellbook and studied similar enchantments. The party and the wooky allied to release themselves, the princess, and the golems (who, the wooky explained, were its comrades). They all crept up a long hidden stair and found themselves on the balcony overlooking the throne room, where the bowler King was consulting with his advisors on what to do with the adventurers' equipment, strewn about on the floor before them.

Having an opportunity but no weapons, the party tipped the golems over the balcony rail and, seeing that the wooky was distracted and still studying his spellbook, hurled the apeman at the King. The golems landed with satisfactory crashes but the King was unaffected, even though the astonished wooky scored a direct hit. As the King summoned his guards and the party beat a hasty retreat with the princess, resigned to the loss of all their equipment, the golden golem consoled its companion. "It was doomed to fail, my friend. You can't lay no booky wooky on the King of rocks that roll."

NEW MAGIC ITEMS

by Frank Mentzer

Below are descriptions of the lesser known magic items used in this month's "Lighter Side of Encounters."

Amulet of Elemental Command: See the *Greater Talisman of Elemental Travel* in the D&D® Companion Set.

Bead, Eye: This is apparently a normal bead, often part of a piece of jewelry. When separated from its mounting, a *beady eye* becomes a small eyeball on command. The user may see through this eye as long as it remains within 60′. If rolled, the user must make a Saving Throw vs. Spells or become dizzy and confused, completely stunned until the bead is destroyed. If crushed while in use (by an offended subject being spied upon, for example), the user must make a Saving Throw vs. Spells or be blinded. Although the user may have any number of extra eyes by the use of *beady eyes*, note that the eyes cannot be closed, and the user cannot avoid looking through them. If any monster with a gaze attack looks at the eye in use, the user must make the appropriate Saving Throw (possibly each round), and may not "look away". If not destroyed, each bead will remain an eye for 3 hours before becoming non-magical.

Canister of Condiments: This large ceramic jug can be commanded to produce a magical food of some type. The exact food cannot be determined until the *canister* is commanded, and then opened. The *canister* will produce 3 foods per day.

To determine the food created, roll 1d6:

1. ***Ketchup of Slowness*:** This is dumped on the ground or floor. Any creature approaching within 10′ of the *ketchup* is *slowed* (moving and attacking at half normal rate) for 1 hour.
2. ***Mustard of Success*:** This hardened yellow goop has no effect unless an edged weapon is used to "cut" it. Any weapon thus treated gains a +2 bonus to all Hit Rolls for 1 hour. The *mustard* may be used to enchant up to 3 edged weapons.
3. ***Pepper of Sneezing*:** Six ounces of black pepper are created. When one ounce is thrown at a creature, the victim must make a Saving Throw vs. Poison or stop moving and sneeze for one round. A new Saving Throw may be made each round, but the victim will continue to sneeze until a Saving Throw is made. Sneezing victims may not move, and suffer a +2 penalty to armor class, and a -2 penalty to all Saving Throws (which does apply to further attempts to stop sneezing).
4. ***Salt of the Earth*:** Six ounces of *salt* are created per use. Each ounce of *salt* may be sprinkled on either one man-sized creature or upon a 10′ × 10′ area. If used on a creature, a normal Hit Roll is required to apply the *salt*; if successful, the recipient takes double damage from each wound caused thereafter by a bladed weapon, this effect lasting 10 rounds or until the *salt* is washed off. If used on an area of ice or snow, the *salt* causes it to melt in 1 turn, even if magical (such as a *wall of ice*).
5. ***Jelly of Attraction*:** This purple sweet-smelling jelly will attract the attention of all normal and magical insects within 30′. Giant-sized insects are permitted a Saving Throw vs. Spells to resist the effect, but with a -4 penalty to the roll. When attacking an insect thus attracted, the attacker gains a +4 bonus to the first Hit Roll, but the insect will thereafter be free from the magical attraction and its effects, even if the attack misses. An attack on one insect will not disturb the others. The *jelly* may be used only once, and is eaten by the insects.
6. ***Jam of Logs*:** This lumpy brownish goo may be poured out onto the floor. Once poured out, it cannot be replaced in the *canister*. On command, it will grow to become pile of normal non-magical wooden logs, completely filling a 10′ × 10′ × 10′ volume (or 20′ × 10′ × 5′, or any volume of 1,000 cubic feet). The logs will block the passage of any solid creatures or items, as well as vision. The log jam is permanent until burned away by fire, which takes a full turn and creates smoke in a volume of twice that size (2,000 cubic feet). The smoke causes all those within it to make a Saving Throw vs. Poison or cough for 3 turns, with penalties of +4 to Armor Class and -4 to all Saving Throws while coughing.

Lamp, Hurricane: This item appears and functions as a *lamp of long burning* (see D&D® Companion Set) in all respects, but only after its storm has passed, as described hereafter.

It is always closed when found. When the shutters are opened, violent gusts of wind and rain come from the lamp, dousing the holder (who gets no Saving Throw) and all others within 30′. This "hurricane" lasts for 3 rounds; each victim must make a Saving Throw vs. Spells, and all those failing are knocked over from the winds. If this occurs, every item carried (except for body clothing and/or armor, but including caps, gloves, treasure, etc.) is blown about, landing scattered within 60′. A successful Saving Throw indicates that the victim has fallen to the ground in time, tightly grasping all items carried. The *hurricane lamp* may thereafter be used as a *lamp of long burning* for the remainder of the day. It resets its hurricane every 24 hours, which must again be triggered before the *lamp* can be of other use.

Scroll of Delay: See D&D Companion set.

Stone of Cold Immunity: No command word is needed for this rare item. It automatically absorbs cold damage that could otherwise affect the bearer. All cold damage is reduced to 1 point per die, and the bearer may make appropriate Saving Throws to take damage equal to half of the reduced figure. The *stone* will function for 7-12 months (regardless of the of cold absorbed) before becoming non-magical. (*This item cannot be constructed. It is a disposable body part from a very rare creature, the sotyuch.*)

Tooth, Sweet: This is an artificial molar of human type, made of a ceramic material. It must be placed in the user's jaw to have effect, in place of a natural tooth. Several different types may be created, including the following.

1. ***Respite*:** When the user deliberately bites down on this item, it produces a *time stop* effect, which lasts for 1 full round. The *sweet tooth of respite* may be used three times per week at most.
2. ***Stamina*:** When the user deliberately bites down on this item, it cures the user of nearly all damage sustained, leaving on 1-6 points uncured. It has effect even if the user is diseased, poisoned, or suffers any other special effect that would normally prevent magical curing. The *sweet tooth of stamina* may be used once per day at most.

In the BLACK HOURS
PART 2

by David Cook

An AD&D® module for 5-8 characters of levels 6-9

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Background for the DM

In Part 1 of this adventure (published last issue), the party was hired by Mercos, a trader in rarities, to prevent the theft of a valuable item from his collection by the famous master thief Villetorus. But the item, Sarchon's Crown, was more than just an art object. The flawless gem mounted in it housed the life force of none other than the demon lord Juiblex, trapped there by the trickery of a powerful mage with a lust for vengeance.

None of the demons intent on releasing Juiblex could touch the Crown due to magical protections placed upon it by its creator before his death. So Emix, a favored demon in Juiblex's guard, hired the human thief Villetorus to obtain it and release the demon lord. Villetorus was given a minor artifact as a down payment — a heart-shaped piece of obsidian the size of a man's fist called the Heart of Black Stone. Its powers were then dormant, as they had been for centuries, but Emix agreed to show Villetorus how to activate it upon receipt of the Crown.

Theorin and Alefric, the mage and cleric who work within the Guild, immediately recognized the incredible potential of the Heart and agreed to support Villetorus in his bid for power. With their aid, he was able to remove the former Guildmaster (a man of less extreme moral views) from office and fill the resulting vacancy himself.

The details of the current situation depend upon the results of Part 1. If the theft was successful (or if the Crown was broken during the course of the adventure), Juiblex has been released and the Heart is active. Villetorus has used its power to initiate a campaign of terror in his bid for absolute power over the city of Terkos. Thefts, threats, extortion, and killings terrify the citizens and the government alike. If Villetorus was prevented from stealing the Crown, the Heart is still dormant, but Theorin and Alefric believe they have discovered a way to activate it themselves, and are engaged in research to that end.

Any of the three major NPCs (Theorin, Alefric, and Villetorus) who were killed in Part 1 have been either *raised* or replaced by someone of approximately equal ability. The DM may adjust NPC magic items as needed, replacing lost items with others of roughly equivalent power.

In any case, news of the Crown's true nature and the Guildmaster's sudden disappearance has reached the city council, who have surmised the Guild's acquisition of a source of great power. That power must be negated before the city falls to the Guild's control and becomes a festering port of evil, so the council has summoned the party to request help.

Notes for the DM

The Guildhall

The Guildhall is actually a two-story building. The third floor is nothing but a collection of catwalks and platforms covered by a permanent illusion.

The front of the building faces the street and a narrow alley runs all around it. Although there is only one apparent door (the outside entrance to Room 1), the second floor has a number of windows wide enough for a person to climb through. The outer walls are rough-hewn stone.

All the inside walls of the Guildhall are thickly covered with a mixture of plaster and powdered lead to prevent scrying, with the exception of the Journeymens' Quarters (see Room 11).

There are two secret entrances to the Guildhall. One is an old aqueduct no longer in use that leads from an entrance outside the city limits to the basement of the Guildhall. The other is an invisible bridge leading from the third floor of the Blue Fox Tavern to the catwalks above the Guildhall. This entrance is used only late at night or at other times when no one will notice a man walking through midair over an alley.

Maps of the Guildhall are on the inside back cover.

The Heart of Black Stone

The Heart is a minor artifact. It was originally created by a demon lord to convert likely subjects into new demons.

Once activated, it will begin to glow with a black light and pulse, as though beating. The Heart bestows upon its owner the typical innate, at will abilities of demonkind, specifically: *infravision, darkness* 10′ radius, *teleportation* (no error), and the ability to *gate* in another demon (Type I, II or III) with a 30% chance of success. In addition, the owner gains immunity to non-magical weapons, 60% magic resistance, an AC of -4, and takes only half damage from cold-, electrical- fire-, and gas-based attacks.

There is, however, a 1% chance per week (not cumulative) that the user will become, in all respects, a Type III demon. All character abilities are lost permanently. When the new demon is slain, its life force is transported to the Abyss, where it is permanently bound to the service of the Heart's creator; while the Heart itself goes dormant until activated by another mortal.

Player Background

You have been called together again by the city council of Terkos, just a few days after your nightmarish experience in the merchant's house. When you arrive, you find Mercos and the high priest of the area's leading lawful good church in attendance as well.

"Worthies", begins the council spokesman, "forgive the abrupt summons, but we need your help. The Church has been researching the Crown you guarded, and its true nature is a cause for grave concern."

"We have spoken with the spirit of the Crown's former owner", explains the high priest. "It seems that Sarchon stumbled across the true name of Juiblex during the course of some research and was cursed with an early death. The curse was beyond the power of mortal magic, so he set about revenge. Through a series of *wishes* and other powerful enchantments, Sarchon succeeded in trapping Juiblex within the large gem in that very Crown. Although he took the precaution of protecting it from demons, the magic needed to accomplish the deed had taken its toll. He died, magically aged by several decades.

"Mercos came to Sarchon's tower to collect a debt and found the mage dead of old age. He legally took possession of the Crown to pay the debt, as is a creditor's right, and brought it here."

The council spokesman takes over the tale again. "From there we can only surmise that demons in search of Juiblex found the Crown and hired a human agent, namely Villetorus, to obtain it for them. What the payment was we cannot be sure, but we have reason to believe that the bargain included a source of great power, such as the service of a magical creature or even a minor artifact. Whatever the nature of the power, it must be removed or destroyed before more innocent lives are lost in the Guild's struggle for supremacy.

"The power source has been pinpointed to the Guildhall itself — a stoutly-constructed three-story building in a quiet section of the city. It is isolated from all other buildings in the area by streets and alleys, and has only one apparent entrance — the main door. The walls are strong — it has twice withstood attacks by outraged citizens who attempted to storm the building.

The building houses a legitimate import business as the front for Guild activities, and the front room is open to the public, but we are sure several hidden and secret entrances to the building exist — possibly through a nearby tavern called the Blue Fox that we suspect is owned and operated as a legitimate business by the Guild. Take what supplies you need and go quickly, for there isn't much time."

Encounter Key

Outdoors

Guild members (low-level thieves) and various normal humans (delivery boys, couriers, tourists, etc.) use the front entrance frequently during the day. About 1 person per turn (or more) will enter or leave the building during normal business hours. (DM's discretion as to the exact identity of any person stopped and questioned.) At night the front entrance is used approximately once per hour.

1. Entrance Hall

The plain wood outer doors open into a stark, high-ceilinged room. Beams arch to a two-story ceiling. Hard bare benches line the walls. Covering the back wall is an arras, woven with a geometric pattern.

The room actually does have a partial second story — an invisible

balcony which juts out over the center of the room, as shown on the map. Behind the arras in the northwest corner of the room is an invisible ladder leading to the balcony. At the top of the ladder, an alarm bell and a lever are set into the wall behind the arras. The lever operates an invisible portcullis located between Rooms 1 and 2. A small scrap of red cloth is tied to the bottom of the gate to indicate its position to Guild members wishing to use that entrance.

Standing on the balcony are two guards (also invisible), who screen visitors to this area. If anyone goes through the door to Room 2 without giving the proper signal to the guards, they will ring the alarm bell to alert Torgix in Room 3 and drop the invisible portcullis behind the visitors with a grating slam. Once down, it may be lifted with a successful bend bars/lift gates roll; otherwise, it must be raised with the winch in Room 18.

Guards: 2, AC 6, MV 12, T4, AT 1, Dmg by weapon, STs15/STw14, THAC0 20*, hp 16, 15, AL NE.
Special Abilities: Backstab for double damage with surprise; MS 33%; HS 25%.
Equipment: leather armor; longsword.

2. Counting Cubicles

A narrow hallway runs between eight small gray and maroon cubicles separated by thin wooden partitions. Each cubicle has a cubby-holed writing desk built into the back wall, with a high stool set before it. The desk tops are all littered with quills, inkwells, scraps of parchment, sealing wax, and sand pots. At the north end of the hall is a plain wooden door.

The desks contain ledgers, accounts, and papers detailing caravan shipments, monies exchanged, import duties, etc. All the records pertain to legitimate business operations within the city. Strapped to the underside of each desk is a sheathed dagger.

Two of the cubicles have secret doors in the rear wall. These can be opened by pressing a loose board inside the desk, which causes the entire wall (including the desk) to swing open about 2 feet.

3. The Guildmasters Office

This room is clean and well-furnished. A large fireplace dominates the north wall. Several logs blaze slowly in it, making the room thick with heat and leaving a sooty stain on the white ceiling. There is a door in the center of the west wall, and a table running most of the length of the east wall. Behind the table is a thin, sweaty, pock-marked man.

The man is Torgix, the Guild recruiter. A merchant by trade, he handles most of the Guild's normal business affairs. Although he knows he works for a Thieves Guild, he finds it better not to ask questions, and carefully avoids knowing any details of their day-to-day operations or the building layout beyond his immediate work area.

If the guards in Room 1 have sounded the alarm, Torgix is waiting with papers in hand when the characters enter. He greets them cheerfully and asks whether they wish to join the Guild. Those who do will be asked for a 100 gp fee, and given papers confirming apprenticeship in the salt merchant's guild. Torgix then orders them to get to work, pointing to the west door. Any who are unwilling to join are ushered through the secret door to Room 15 and instructed to wait a few moments, then exit by the door on the opposite side.

If the alarm has not been sounded, Torgix assumes that anyone who enters is a Guild member and continues working, ignoring the intrusion.

If attacked or threatened, Torgix will activate the fireplace trap by pressing a stone on the side of the mantel, then run for the secret door. The following round there is a creaking noise, followed by a gout of flame which roars out of the fireplace and fills the area marked on the map, doing 3d10 points of damage to all creatures in the area of effect (save vs. breath weapon for half damage).

Once the secret door closes behind Torgix, creaking and rumbling sounds can be heard for one full turn while the elevator descends. (No door connecting to the elevator shaft will open during descent or ascent.) Once the elevator reaches the bottom, the secret door may be opened normally, revealing an empty room. Faint screams are audible from somewhere below, as Torgix is greeted by the waiting ogre magi. There is nothing of value in either room.

Torgix: AC 10, MV 12, Normal Human, AT 1, Dmg by weapon, STs19/STw16, THAC0 20*, hp 4, AL N.
Equipment: dagger.

4. Hall of Spears

As you open the door, you hear a tinkling sound somewhere in the distance. Looking ahead, you see a long corridor. Round parquets of wood randomly dot the walls, presumably some type of decoration.

The corridor is a trap. When the door from Room 3 is opened, a bell rings to alert Guild members to evacuate the corridor. One round later, all thirty parquets pop open. With a loud clatter, a scythe-like spear thrusts out of each hole and begins blindly sweeping and jabbing the hallway. There is a 3′ clear space between the ceiling and the highest point of the trap area; the remaining space is filled with whirling blades.

The trap hits as a normal human, and makes one roll per 10′ moved on each character within the area of effect, doing 1d10 points of damage per hit. The trap may be deactivated at any time by turning a switch hidden in the in the wall beside the door to Room 3, but it will continue to operate until turned off.

4a. Blade Mechanisms

Opening the door, you smell musty air mixed with the thick odor of grease and steel. Metal rods, gears, pistons, and thick scythe-blades are welded and bolted together to form a machine that covers the entire opposite wall.

These rooms contain the mechanism for the trap in Room 4. Any dwarf or thief who examines the machines for one full turn can deduce their purpose and figure out how to operate them. The corridor trap may be triggered manually from this room, or the trigger mechanism can be destroyed by normal or magical means.

5. Spike Door

Halfway down this small hallway is a door in the left wall. The right wall opposite the door is pitted and scratched. The passage continues beyond this door for a few more feet and ends in a blank wall.

The door is actually a trap. Behind it is a vertical plate of iron spikes, 10′ tall and 5′ wide, which will be driven straight into the opposite wall when the door is opened. Any characters standing between the door and the opposite wall at that time will take 3d10 points of damage. (A successful saving throw vs. paralyzation reduces the damage to 1d10 points). The trap resets automatically after hitting the opposite wall.

Any character looking carefully will notice that the floor between this door and the end of the hall is scuffed and slightly worn. The real door is farther down, hidden by a permanent illusion that makes it look like the rest of the wall.

6. The Curtained Hall

This narrow hallway is made of plain plastered stone. Ahead, a huge red curtain decorated with black symbols hangs across the hallway.

Seven feet beyond the curtain, a *mirror of life trapping* is fastened to the end of the corridor. Any characters who look behind the curtain will see the *mirror* and must make a saving throw vs. spells or be drawn into it. Once the other characters are aware of the mirror, they will be able to avoid looking at it, if desired.

Breaking the mirror will immediately release all occupants, including a lamia and a rust monster already trapped inside. All occupants will be tumbled out in a tangled heap in the end of the passage — on top of any characters in the area. All fighting in the area is at a -1 penalty "to hit" until the congestion is relieved.

The lamia, finding itself trapped in a dead-end corridor, will try to fight its way to freedom, using its *mirror image* ability first, then attempting to *charm* the nearest human male character into helping it escape. Failing that, it will *suggest* that the nearest character point out the party's cleric, and concentrate attacks on the latter thereafter.

The rust monster, smelling food, will go for the largest source of metal in the group (a fighter in plate mail, for example). It will attempt to gather as much food as possible, following the party as far as the corner of the hallway before returning to eat its dinner.

Lamia: 1, AC 3, MV 24, HD 9, AT 1, Dmg 1-4, STs10/STw13, THAC0 12, hp 60, AL CE.

Special Attacks (each once per day): *charm person; mirror image; suggestion*; and *illusion* (as the wand). Touch drains one point of wisdom permanently. Victim will obey lamia when wisdom drops below 3.

Equipment: dagger.

Rust Monster: 1, AC 2, MV 18, HD 5, AT 2, Dmg Nil, STs14/STw11, THAC0 15, hp 23, AL N.

Special Attacks: Rusts or corrodes any metal on a successful hit. (Magic items gain a saving throw of 10% per "plus", to resist the effect.)

Special Defenses: Weapons striking a rust monster are affected exactly as if the creature had scored a normal hit upon them.

7. Rogues' Quarters

A narrow aisle runs down the center of this long, dimly lit room. On either side of the aisle are several bunks. Most are little more than a straw mattress, but a few are covered with rumpled blankets. At the foot of each bunk stands a small, but heavy-looking chest.

A number of young men and boys are relaxing here. As you enter, there is a small flurry of activity, and most withdraw, staring. Finally, one of the older ones separates himself from the group and approaches you with open hands.

"Hey there mates! You must be new here. Care for a little game o' dice, or maybe a friendly chat with the fellows?"

This is the barracks of the rogues. There are 13 1st level thieves living here and learning the "trade". While the speaker and his friends have the characters' attention, 5 of the others will try to circle around behind the party and backstab. Any rogues not directly involved in the ensuing melee will attempt to pickpocket characters involved in hand-to-hand combat. If none of the characters are down after the first round of combat, all the rogues will flee by the most convenient exit.

Captured rogues will talk after only a little persuasion, but their knowledge is limited to information about Rooms 1-9 and the fact that the second floor is where the Masters live. The Guildmaster personally handles the protection of any extremely powerful magic items that pass through the Guild's hands, but they know no particulars about items currently held.

All but three of the chests are unlocked, and contain clothing and other odds and ends. The locks on the other three chests are a special design (-5% penalty to open lock percentage). Each contains 50 gp and a *dagger + 1*.

Rogues: 13, AC 8, MV 12, T1, AT 1, Dmg by weapon, STs15/STw14, THAC0 20*, hp 4 each, AL CE.

Special Abilities: Backstab for double damage with surprise; MS 15%; HS 10%.

Equipment: leather armor; short sword.

8. Exercise Room

This long room is filled with all manner of bizarre equipment. There are dummies covered with bells, stones scattered over certain sections of the floor, manacles on the walls, ropes strung the length of the room, wall sections made of several types of stone, etc. All of the items appear well-used.

This is the training and exercise hall for the apprentices. Aside from the unusual items described above, there is nothing of value here.

9. The Hall of Initiation

Even your lights cannot illuminate the contents of this pitch-black room. Faint silvery lines hang in the air forming odd patterns. Looking at the blackness closely, you see that night-black paint etched with hammered silver traceries covers the walls. On the floor is a double ring of red discs set in a triangular pattern. Standing in the center of this triangle is a man dressed all in black, who turns to face you as you enter.

The man is actually Azkiel, a rakshasa who took the place of a retired Guild member of the same name years ago. Finding the secrecy of the Guild to his liking, he made it his permanent lair, acting as a consultant to the Guild in his false persona. The Guild's current activities and constant trafficking with demons disturb Azkiel's lawful nature, and he would very much like to see the source of the problem (namely the Heart) removed.

If given a chance, he will use his illusion power to appear as a half-orc and identify himself as a cleric/thief. After explaining his viewpoint ("How would YOU like to have filthy demons underfoot while you're trying to work?"), he will offer the party accurate information about the adjoining rooms and even a few *cure light wounds* spells. If Azkiel can extract a promise from the group (valid under his *ESP*) that they will take only the Heart and not attempt to destroy the Guild, he will consider accompanying them as far as the entrance to the second floor, providing such additional aid as he is able.

If attacked, he will run through the door to Room 10, warn the thieves of the party's approach, then create an illusion of himself at far door to lure the characters into the ambush. Once the thieves have initiated combat, Azkiel will summon help with his *wand of conjuration*, then support the attackers with *magic missiles* until he is drawn into melee.

Additional Notes: Both exits are concealed. The secret door leading to Room 10 may be opened by stepping on the point of the triangle nearest it. The door to Room 5 is hidden by a permanent illusion, but its location is marked on the map.

The silver etchings on the walls spell out the Guild oath, and can be read by any thief, or via a *read languages* spell. The oath promises death for any member who reveals too much about private Guild matters.

Rakshasa: 1, AC -4, MV 15, HD 7, AT 3, Dmg d3/d3/d4 + 1, STs10/STw13, THAC0 13, hp 25, AL LE.

Special Attacks: *ESP* or create *illusion* at will; can use 1st-3rd level magic-user spells and 1st level cleric spells.

Special Defenses: Immune to spells below 8th level and non-magical weapons. Magic weapons below + 3 do half damage; but a successful hit with a *blessed* crossbow bolt will kill a rakshasa instantly.

Equipment: *wand of conjuration.*

10. Training Hall

Shadows cast by flickering lanterns leap and dance about the room. Doors, lined up side by side, cover all the walls. The light shines over trunks, hanging ropes, weapons, small clockwork mechanisms, and other unusual items.

Five thieves are practicing their skills here in the training area. If they have been warned of the party's approach by the rakshasa, they will hide in shadows and try to surprise the characters on their way through, backstabbing the rear party members; otherwise, they are crouched beside doors, kneeling at trunks, climbing ropes, etc. when the party enters and the characters have the normal chances to surprise them. No thief will come to the defense of another or attempt a rescue. The last remaining thief will flee down the hall towards Room 14.

Captured thieves will not talk unless magically forced (i.e. *charmed*, etc.). All five know the layout of the entire first floor, the locations of all traps (and how to avoid them), and that the Masters of the Guild live on the second floor.

There are 6 small traps hidden about the room. (The DM may place the individual trigger mechanisms as desired.)

(1.) Dagger springs out of the wall. (Trap hits as a 1st level Magic-user.)

(2.) Puff of gas (5′ diameter cloud). All within area of effect must save vs. poison or be violently ill for 3 turns (no actions may be taken). Victims have a -1 penalty on their "to hit" rolls for the next 24 hours.

(3.) Fear gas (5′ diameter cloud). All within the area of effect must save vs. spells or run at full movement rate back the way party came for 2 turns.

(4.) Jet of flaming oil shoots out 3′ from wall, doing 1d10 points of damage to anyone in its path (save vs. breath weapon for half damage).

(5.) Something goes click and bang, but nothing happens.
(6.) Crossbow bolt shoots out of the wall at chest height. (Trap hits as a 3rd level fighter for normal damage.)

Most of the doors in the room are false, and are there for lockpicking practice. All are locked when the characters enter, and relock automatically when closed. There is nothing of value in the room.

Guildsmen: 5, AC 6, MV 12, T7, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 23 each, AL CE.
Special Abilities: Backstab for triple damage with surprise; MS 55%; HS 43%.
Equipment: leather armor; longsword.

11. Journeymen's Quarters

All the small rooms here are identical, and the description given below applies to each. The doors are locked and trapped. When the handle is turned, a pit trap opens (as shown on the map) and drops anyone on it to Room 27.

> The room is small and crudely furnished with a wooden cot and table. A few rags are piled in the corner. Otherwise, the room seems to be empty.

There is nothing of value in these rooms, but since the journeymen are trusted even less than the regular Guild members, the lead plaster coating was omitted from the walls of their quarters so that Theorin could scry the area periodically. There is a 20% chance that Theorin will be monitoring the area when the characters enter. If he sees the intruders and recognizes them as such, he will immediately alert Villetorus, Alefric, and all others to the security breach, and the characters will be unable to surprise any inhabitants from that point on unless special precautions are taken (i.e. invisibility, disguise, etc.).

12. Flame Trap Machinery

> This area seems more like a shaft than a room. It is two stories high, and is dominated by an unusual contraption consisting of a large weight suspended over a tubular bellows. The weight is supported by a rope fastened to the floor and running through a pulley in the ceiling. A pipe runs from the bellows to a small keg nearby, then out through the south wall.

This is the mechanism that operates the fireplace trap in Room 3. If the rope is cut, the weight will fall onto the bellows and trigger the trap. There will be a roaring sound from the other side of south wall, followed by an angry scream.

Two turns later, two thieves will arrive, grumbling and complaining, to reset the trap. They will sound the alarm by shouting at the top of their lungs if attacked, but they can easily be convinced to talk if captured. They know the layout of the first floor and have heard rumors that the Guildmaster has recently acquired some fabulous stone or gem, and has it in his quarters on the second floor.

Rogues: 2, AC 8, MV 12, T1, AT 1, Dmg by weapon, STs15/STw13, THAC0 20*, hp 4 each, AL NE.
Special Abilities: Backstab for double damage with surprise; MS 15%; HS 10%.
Equipment: leather armor; dagger.

13. Storeroom

> The door is a heavy oaken affair. Three heavy iron bands run its width — near the top, at the middle, and close to the floor. Each band has a large keyhole in the center.

The door is 6 inches thick, and is constructed of oak planks with an iron plate sandwiched in the center. It is triple-locked, and all three locks must be picked before the door can be opened.

> Shrouded shapes covered with dust stand around this gloomy room. Suddenly, one of the shapes rises and begins to move toward you with slow, halting steps.

This room is used as a storage area for many of the less valuable stolen items, such as those taken for the Guild's 10% cut of member thefts. The shrouded figure is a skeleton wearing a sheet. It was created to protect the items in the storeroom from damage by rats and vermin and to fetch specific items upon request. It will approach the party and stop, waiting for instructions. Any damage to items in its charge will provoke the skeleton to attack; otherwise it will not fight even in self-defense.

Items found here include spellbooks, chests of small semi-precious stones, bags of silver, well-made but otherwise normal handicrafts, casks of fine wines, smoked meats, etc. A quick search of the room (one turn or less) will reveal nothing spectacular, but a more extensive search will net each searcher 200 gp worth of small, pocketable stones per turn (800 gp worth per searcher, maximum).

Skeleton: 1, AC 7, MV 12, HD 1, AT 1, Dmg 1d6, STs17/STw14, THAC0 19, hp 3, AL N.
Special Defenses: Immune to *sleep, charm, hold,* and cold-based spells; half damage from edged weapons. Holy water does 2d4 points of damage per vial.

14. Weapons Hall

> Ahead, a doorway opens into a large room which is obviously fitted out as a swordhall. Racks of weapons can be seen against the wall. Inside, you hear the grunt of voices. Feet thump hollowly on the smooth wood floor, but you cannot see the source of the noise.

At the entrance marked by the "T" is a trigger to a simple trap, designed to sharpen the reflexes of those entering the room. The first character to step through the doorway triggers a pendulum blade, which sweeps in an arc across the doorway, doing 2d10 points of damage to anyone standing in its path (save vs. paralyzation to avoid). An audible swishing sound precedes the blow. Once the motion of the blade is established, the rest of the characters can easily time their entrance to avoid it.

> Two men are standing in the middle of the floor practicing with swords. They stop their swordplay as you enter, and the taller man asks whether you would like to join their practice session.

The shorter man is Martic, a thief; the taller one is Urgalion, a fighter who has worked with the Guild for years training thieves in the use of weapons. These two do not intend to let the party leave without a fight. Regardless of the answer to Urgalion's question, the two move to block the party's exit. They face off against party fighters and make a few playful feints, then suddenly spring upon their opponents and fight in earnest.

Urgalion will not hesitate to use one of his *javelins of piercing* in the attack. He will use the second one if necessary, but will refrain for as long as possible.

Martic knows the complete layout of the rooms on the first floor, plus the correct route through the invisible maze. He also knows that the new Guildmaster has recently acquired something called the Heart, which he keeps in his quarters. Urgalion knows the general arrangement of rooms on the first floor, and that there are some rooms in the basement that are rarely used. He knows how to use the elevator (Room 15), and how to lock it so that it will not go to the basement.

Aside from their magic items, Martic has a brooch set with two large diamonds and six emeralds (5,000 gp value), and Urgalion has 400 gp carefully stashed in a corner of the room.

Martic: AC 5, MV 12, T5, AT 1, Dmg by weapon, STs13/STw12, THAC0 19, hp 19, AL CE.
Special Abilities: Backstab for triple damage with surprise; MS 45%; HS 36%.
Equipment: leather armor; longsword; *girdle of frost giant strength.*

Urgalion: AC 2, MV 9, F8, AT 3/2, Dmg by weapon, STs13/STw10, THAC0 14, hp 50, AL NE.
Equipment: plate mail; shield; *sword of wounding*; 2 *javelins of piercing*; *ring of fire resistance.*

15. Elevator Room

> This room is totally bare. In the west wall is a plain door; on the north wall is a lever.

This room is a specially designed elevator. When occupied, the whole room will automatically start to sink if the lever is not pulled as soon as the door closes, reaching the basement after one full turn. During this time, neither of the doors to the room can be opened.

There is an exact duplicate of this room on the second floor, lacking only the lever. The rooms are in the up position at the start of the adventure. Once in the down position, the elevator must be raised with the winch in Room 16 before it can be used again.

16. Elevator Winch

This two-story room is dominated by a large winch and series of heavy weights hanging from the ceiling. The drum of the winch is wrapped with heavy cables and has a heavy ratchet handle. The air smells of grease and sweat.

This room houses the controls that lift and lower the elevator room. Any dwarf can determine the nature and purpose of the machinery, and can figure out how to operate it after one turn of examination.

17. Disguise Room

This room has two rows of tables piled high with makeup pastes, wigs, combs, brushes, and lamps. Hanging from hooks on the walls are coats, cloaks, rags, and assorted pieces of clothing. Propped up in the corner are at least a dozen crutches and canes, and piles of shoes are heaped on the floor. Chests, some open and some closed, have been pushed up against the walls to allow floor space amidst the clutter.

Actually the chest to the left of the secret door on the east wall is an intelligent mimic "hired" to guard this entrance. It will attack anyone who tries to go through the door without giving the proper signal, but it can be bribed (with a large quantity of food, for example) to allow the party to pass.

The party may use the disguise materials here to appear as some other general class of person (i.e. merchant, beggar, etc.) if there is a thief present to instruct characters on proper use of the available items. (Note that most disguises will require the removal of armor and large weapons to be effective, and that without proper training the disguise only has an 80% chance to fool a casual observer).

Mimic: 1, AC 7, MV 3, HD 8, AT 1, Dmg 3d4, STs13/STw10, THAC0 12, hp 40, AL N.
Special Attacks: Glue.
Special Defenses: Can perfectly mimic stone or wood objects.

18. Portcullis Winch

This little room contains a small winch and chain arrangement similar to those used to raise and lower a castle portcullis.

This winch is used to raise the invisible portcullis in Room 1 after it has been dropped by the guards.

19. The Invisible Maze

As you come up the stairs, you see a large open room that takes up almost half the second floor. There are two boxlike floor-to-ceiling pillars, and three wooden doors evenly spaced on the north wall; otherwise the room is bare. The air smells stale and musty, and the faint sounds of growling and snuffling can be heard.

Built over a long period of time with Theorin's help, this room is filled with an invisible maze. Cages holding invisible monsters are built into the maze structure in three different locations. Near each cage is an invisible tripwire which will open the door when triggered by the passage of a man-sized creature. Once released, the invisible creature will trail the characters and attack invisibly from behind at the earliest opportunity.

Invisible Gargoyle: 1, AC 5, MV 9/15, HD 4 + 4, AT 4, Dmg 1d3/1d3/1d6/1d4, STs14/STw11, THAC0 15, hp 24, AL CE.
Special Defenses: + 1 or better weapon needed to hit.

Invisible Black Pudding: 1, AC 6, MV 6, HD 10, AT 1, Dmg 3d8, STs11/STw8, THAC0 10, hp 50, AL N.
Special Attacks: Dissolves wood and metal.
Special Defenses: Immune to cold and lightning; blows do no damage, but divide the creature into two or more parts, each able to attack.

Invisible Displacer Beast: 1, AC 4, MV 15, HD 6, AT 2, Dmg 2d4/2d4, STs10/STw7 (+ 2 bonus not included), THAC0 13, hp 27, AL N.
Special Defenses: -2 penalty on opponent's "to hit" roll; + 2 bonus on all saving throws.

20. Alefric's Quarters

The door to this room is lavishly decorated with embossed red leather set with brass studs in intricate patterns.

The door is locked. Anyone who touches it will trigger a *glyph of warding* (save vs. spells or be paralyzed for 12 rounds).

Inside is a lavishly fitted apartment of three rooms, each open to the other. One is obviously an audience chamber, another a private study and bedroom, and the third is a type of chapel.

There is a *glyph of warding* in front of each doorway, which will do 16 points of electrical damage to any creature that steps through the portal without speaking the name of the *glyph* (save vs. spells for half damage).

20a. Audience chamber

The audience chamber gleams of polished marble. Slender pillars stand along the walls, forming an arc around a hard stone seat. Behind this stands a twisted and foul statue of a man with an animal's head, inscribed with symbols.

In the shadows behind the pillars is a spectre, which lives here and serves the cleric. It will attack any intruders who do not give the proper signal upon entering. Any sounds of battle here will alert Alefric in the Chapel, who will sound the silent alarm, then move to the doorway and attack the intruders with spells. Villetorus and Theorin will arrive 3 rounds after the alarm is sounded by way of the secret door in the private study (20b) and join the fray.

There is a secret compartment in the side of the seat containing several scrolls, which may be read by a thief with a successful "read languages" roll, or via a *read languages* spell. These papers are non-magical, but they do explain the exact nature of the Crown and the Heart, and the agreement between Villetorus and the demon Emix to release Juiblex in exchange for the Heart and instructions on activating it. Also noted is a method by which the Heart may be destroyed once it has served its purpose. (DM discretion as to method. See DMG p. 164 for suggested means of destruction.) There is nothing else of value in the room.

Spectre: 1, AC 2, MV 15/30, HD 7 + 3, AT 1, Dmg 1d8, STs13/STw10, THAC0 13, hp 35, AL LE.
Special attacks: Touch drains 2 life levels.
Special Defenses: + 1 or better weapons needed to hit; immune to poison, paralyzation, and *sleep, charm, hold,* or cold-based spells. A spectre takes 2d4 points of damage (per vial which hits) from holy water, and a *raise dead* spell will kill it (save vs. spells negates).

20b. Private Study

The private study is a wood-paneled room, hung with tapestries. Rich looking carpets cover the floor, and small pots of incense and fragrant flowers stand in the corners. In the middle of the room is a heavy bed, thickly covered with blankets. Next to it stands a desk covered with an untidy mound of scrolls and a chair.

The entrance to this room is protected by another *glyph of warding*, which will explode for 16 points of fire damage if crossed without speaking its name (save vs. spells for half damage). Any noise in this room will alert Alefric in the Chapel, who will sound the silent alarm, then move in to attack the intruders with spells. Three rounds later Villetorus and Theorin will arrive at the secret door (a section of paneling between two of the tapestries with a small viewing hole at eye level), observe the situation, then enter and join the fight.

A search of the study will reveal several non-magical scrolls dealing with religious and temple matters of little importance, and a letter of introduction for Alefric from an evil high priest of a distant land, outlining his responsibilities for spreading their evil master's reign into new lands. Under the pile of scrolls are two cloth bags. One is red and contains three blocks of *incense of obsession*; the other is green and contains three blocks of *incense of meditation*. Under the blanket on the bed is a *bag of holding* containing 5,000 gp cash and two gems, each worth 5,000 gp.

20c. Chapel

> The chapel is very dark and somber. The black marble walls are veined with gold streaks that flash and glitter in the light. The floor is also black marble, inlaid with bloodstone tiles that form lightning bolt lines pointing toward a curtained alcove at the far side of the room. The curtains are slightly parted, revealing a statue similar to that found in the audience chamber —a twisted man with an animal's head pouring spiders from his cupped hands. Kneeling beside the statue is a man dressed in expenisve robes.

The man is Alefric the cleric. If given an opportunity to speak, he will make no hostile moves toward the party; but will warn the intruders carefully that it would not be wise to attack him in the chapel of his god. If Alefric is attacked, the statue will animate and come to his defense, along with six of the huge spiders in its hands.

Just behind the curtains next to the statue is the rope pull for the silent alarm, which will alert Theorin and Villetorus to trouble in Alefric's apartment. They will arrive at the secret door to the study three rounds after the alarm goes off, assess the situation through the viewing hole if possible, then enter and join the fray, using their resources as their judgement dictates. There is nothing of value in the Chapel.

Huge Spiders: 6, AC 6, MV 18, HD 2 + 2, AT 1, Dmg 1d6, STs16/STw13, THAC0 16, hp 12 each, AL N.
Special Attacks: Victim must save vs. poison (+ 1 bonus to the roll) or die; surprises on a 1-5 (1d6).
Statue: 1, AC 1, MV 6, HD 7, AT 1, Dmg 2d6, hp 30, STs13/STw10, THAC0 13, AL CE.
Special Defenses: Immune to *charm, hold*, and fire-, cold-, gas-, and water-based spells.

21. Theorin's Quarters

> The door to this room is a solid black stone. There is no handle, no lock, and no sign of hinges. The stone is smooth and polished, but seems to absorb all light that strikes it.

The door cannot be pushed or pulled open. A successful find traps attempt will reveal a small lever set flush into the wall which may be moved to the left or right. The lever will open the door when pushed either direction, but left is the correct choice, as that will also deactivate the trap. Otherwise, a large stone block in the door lintel will fall when a man-sized creature steps through the doorway, doing 3d10 points of damage (save vs. paralyzation to avoid). The trap mechanism is on the other side of the door.

> You are greeted by a wash of acrid stench and cloudy fumes. Liquid rains down silently from holes in the ceiling into a pool in the middle of the floor. The walls to either side are seared and scarred. Clouds of fumes coil up from the pool as each drop splashes.

The scene described above is a permanent illusion, although it will not disappear if touched or disbelieved. The room is actually normal, except that the illusion masks the actual trap — three scythe blades set in the left wall which are triggered when someone enters the area of the illusion. The blades hit as a 3rd level fighter and do 3d10 points of damage to man-sized targets and 2d10 points to smaller targets on a successful hit.

> The area beyond the trap is a single large room — a workroom/storeroom/quarters, all combined. Alembics, jars of pickled things, pillows, stuffed birds, racks of skulls, piles of books, bits of broken glass, shiny stones, inkwells, bowls of dried gruel, and dirty rags litter the area. Working at a table in the middle of all this is a man dressed in robes and leather apron.

The man is Theorin the magic-user. Opening the door triggers a *magic mouth* that warns Theorin of intruders, making it impossible to surprise him unless the spell is deactivated. He will pull the rope beside him that rings the silent alarm as soon as the as he is aware of intruders. Alefric and Villetorus will arrive 3 rounds after the alarm is sounded and assess the situation by looking through the peephole in the secret door. The following round they enter and join combat, using their resources according to their best judgement.

Theorin will try to keep the characters occupied until reinforcements arrive. If in mortal danger, he will try to escape through the secret door or out into the maze, whichever is closer. He knows about the Heart, and will tell the characters how to find it if he has the word of a trustworthy character (such as a paladin) that he will be allowed to live.

A search of more than 3 turns will reveal three gems worth 3,000 gp each and 10,000 gp worth of jewelry, as well as Theorin's personal magic items.

22. Villetorus' Trap

This plain, unadorned wooden door is locked and trapped with a poisoned needle trap (save vs. poison or die; a successful saving throw reduces damage to 10 points).

> The door opens into a small room, furnished lavishly in an eastern style. Pillows line the walls, the floors are covered with thick layers of carpets, and the walls are hung with tapestries. The fragrant smoke of exotic incense writhes slowly from a hammered brass burner. On the far side of the room, resting in a delicate setting on top of a slender filagree pedestal is the Heart. There appears to be no one in the room.

The room is a trap. The Heart is a copy of the original with a *Nystul's Magic Aura* cast on it. Touching the pedestal triggers a heavy metal slab which will slam down directly in front of the door, doing 3d6 points of damage to anyone standing there at the time. (A successful bend bars/lift gates die roll indicates that the victim has caught the slab on his shoulders and prevented it from closing, although the full damage still applies). Since the slab is smooth and has no handholds, it cannot be raised by strength alone once closed.

The incense in the air is a slow-acting poison, which causes 2 hp of damage per round after the first full turn of exposure (save vs. poison each round for half damage). A *neutralize poison* will purify the air in the room, but the incense must also be extinguished, or it will refill the room with poison in 2 turns. The poison already in the air will remain active until *neutralized. Slow poson* will prevent damage until the spell duration expires, but accumulated damage will take effect at that time.

The room contains enough oxygen to sustain one person for 48 hours. One week after the slab closes, the room will be reopened by the Guildmaster and 10 4th level thieves, who will try to take any survivors prisoner.

23. Villetorus' Quarters

> The secret door opens into a narrow passage, which goes only a short distance before ending in a blank wall.

A weight of 50 lb. or more will cause the 10′x10′ trapdoor halfway down the hall to open, dropping whatever is on it 40′ to the basement for appropriate falling damage. At the end of the hallway is a secret door to Villetorus' room.

> This room is small and simply furnished, with very little in the way of decor. There is a bed, two chairs, a table and two trunks. A man is sitting in one of the chairs when you enter.

The man is Villetorus. His actions here depend on the status of the Heart. If it is active, he has all the powers listed in the description of the artifact, and will use them to his best advantage. (Note however that the Heart itself is locked in a chest, and Villetorus is loath to abandon it. He will stay and fight as long as possible, only *teleporting* out if it is clear that he will die otherwise).

If the Heart is still dormant, Villetorus has his *gem of brightness* at hand, and will use its blinding flash ability to distract the characters while he darts through the secret door. After alerting Theorin

and Alefric to cover his retreat, he will try to get to the roof and cross the invisible bridge. Villetorus will fight to the best of his ability if trapped, but will escape or surrender to avoid death if possible.

One of the chests is locked and trapped with a *fire trap* spell (cast from his *book of infinite spells*), which will do 1d4 + 10 points of damage (save vs. spells for half damage). Inside is a *book of infinite spells*, 3 gems worth 5,000 gp each, and a small inlaid box (also *fire trapped* for a like amount of damage) containing the Heart and a scroll detailing its history and use. There is nothing else of value in the room.

24. Windows

> The room is small and unlit. You can make out the lines of a trapdoor in the ceiling by the light of the streetlamps.

The window rooms are traps to catch unwise intruders. Two rounds after the window sill is crossed, heavy iron shutters will slam shut, sealing the window. The shutters may be pried open with a successful bend bars/lift gates die roll. The trapdoor in the ceiling is locked from the other side. Once every two weeks the window rooms are checked by two 4th level thieves to see what has been caught.

25. Roof Catwalks

These catwalks are set perfectly level with the permanent illusion of the third floor and roof. Although the catwalks, supports, and the spikes which are set into the top of the second floor are clearly visible from below, they are covered by the illusion of the third floor roof from above. Characters who step off the catwalks while trying to navigate the "roof" will fall and suffer 2d10 points of damage from the fall onto spikes unless suitable precautions are taken or the way is known.

26. The Invisible Bridge

Persons crossing the invisible bridge will appear to be walking across thin air to the unaided eye. The actual bridge is solidly built with steady railings to either side, but the center floor section can be opened like a trapdoor by manipulating a control found at the end of the bridge. Any character who falls through the trap will take appropriate falling damage from the 50′ fall to the alley below and be stunned for 1 turn.

27. The Underground Guardians

> Before you is an underground cavern, crudely dug out of the earth. Muddy puddles dot the floor. Two large ugly creatures with tusks, horns, and brightly colored clothing are carrying a chest toward a tunnel. They grunt in surprise when you enter.

The two creatures are ogre magi who have discovered this secret entrance to the building. Being intelligent, they have used the knowledge to catch unwary thieves who try to enter or exit by this route. They have been somewhat successful up to this point, so they attack the party on sight.

In the chest are the personal items of several unlucky thieves, including 1000 gp in cash, several small trinkets of no value, a *scroll of protection from lycanthropes* and a scroll addressed to Villetorus ordering him to keep the Crown with him at all times and to trust no one. It is signed Emix. An addition in a different hand has added "I will not leave may apartments until you arrive. V." There is nothing else of value in this muddy room.

The passage the ogre magi were heading for travels about 200 yards and comes out at the edge of a dry ditch used to carry water into the city.

Ogre Magi: 2, AC 4, MV 9/15, HD 5 + 2, AT 1, D 1d12, STs13/STw10, THAC0 15, hp 28, 23, AL LE.

Special Abilities: *fly* (for 12 turns); *invisibility; cause darkness* (1″ radius); *polymorph* to human (or humanoid form, 4'-12′ tall); *regenerate* 1 hp per melee round (lost members must be reattached to regenerate).

Once per day: *charm person; sleep*; assume gaseous form; create a ray of cold — as per *cone of cold* effect from *wand of frost*, but does 8d8 points of damage to all in area of effect (save vs. spells for half damage).

NPC Villains

THEORIN

9th Level Human Magic-user

STR: 14
INT: 17
WIS: 12
DEX: 15
CON: 15
CHA: 13
AL: CE

AC 5; 25 hp

Equipment: *bracers of defense* (AC 5); *chime of opening; ring of regeneration; staff of striking; potion of speed; potion of gaseous form; crystal ball.*

Spells carried:

Level 1: *magic missile* (x2); *comprehend languages; unseen servant*
Level 2: *ray of enfeeblement; levitate; detect invisibility*
Level 3: *slow; dispel magic; fly*
Level 4: *dimension door; polymorph self*
Level 5: *contact other plane*

ALEFRIC

8th Level Human Cleric

STR: 12
INT: 14
WIS: 15
DEX: 13
CON: 17
CHA: 12
AL: LE

AC 0; 52 hp

Equipment: *plate + 1; shield + 1; mace + 2;* pale lavender *ioun stone; potion of growth.*

Spells carried:

Level 1: *cause light wounds* (x2); *curse; cure light wounds; protection from good*
Level 2: *hold person* (× 2); *silence, 15′ radius; resist fire*
Level 3: *feign death; dispel magic; prayer*
Level 4: *cure serious wounds* (x2)

VILLETORUS

12th Level Human Thief

STR: 13
INT: 16
WIS: 14
DEX: 17
CON: 13
CHA: 17
AL: LE

AC 3; 43 hp

Equipment: (*gem of brightness; cloak of displacement; dagger of venom; longsword + 2; potion of extra-healing; potion of diminution.*

Thieving Abilities: PP 105%; OL 87%; F/RT 75%; MS 99%; HS 82%; HN 35%; CW 99.2%; RL 60%

DUNGEONSONGS

The Cheap Referee

(Sung to the tune of "Rosin the Bow", or "My Bonnie Lies Over the Ocean")

We met up with four evil dragons—
The fight was a wonder to see!
The lair had a welcome mat in it—
Egad, what a cheap referee!

Egad, what a cheap referee!
Egad, what a cheap referee!
The lair had a welcome mat in it—
Egad, what a cheap referee!

We once met a party of ogres;
Killed ten, let the rest of them flee.
Ten ogres had six copper pennies—
Egad, what a cheap referee!

Egad, what a cheap referee!
Egad, what a cheap referee!
Ten ogres had six copper pennies—
Egad, what a cheap referee!

We fought with three tiny ice lizards
Who breathed cold and *feared* us you see;
Their treasure was nineteen icicles—
Egad, what a cheap referee!

Egad, what a cheap referee!
Egad, what a cheap referee!
Their treasure was nineteen icicles—
Egad, what a cheap referee!

One day we went into a dungeon—
Got all the way to level three.
We brought out a rusty old dagger—
Egad, what a cheap referee!

Egad, what a cheap referee!
Egad, what a cheap referee!
We brought out a rusty old dagger—
Egad, what a cheap referee!

For fifteen game years I've been playing,
Collecting the magic I'd see.
I've saved up a scroll and two potions—
Egad, what a cheap referee!

Egad, what a cheap referee!
Egad, what a cheap referee!
I've saved up a scroll and two potions—
Egad, what a cheap referee!

A priest once told us to go fighting
For honor and justice and we
Would get the reward of his blessing—
Egad, what a cheap referee!

Egad, what a cheap referee!
Egad, what a cheap referee!
We'd get the reward of his blessing—
Egad, what a cheap referee!

We once found a map to some treasure—
To silver and gold jewelry.
The treasure was guarded by Orcus —
Egad, what a cheap referee!

Egad, what a cheap referee!
Egad, what a cheap referee!
The treasure was guarded by Orcus—
Egad, what a cheap referee!

Some worlds have a "Monty Haul" dungeon;
In others the treasure flows free.
Oh, some have both money and magic—
And some have a cheap referee.

Egad, what a cheap referee!
Egad, what a cheap referee!
Some worlds have both money and magic—
And some have a cheap referee!

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I'll Be a Wererat in the Morning

(Sung to the tune of "Get me to the Church on Time")

Oh, I'll be a wererat in the morning!
"Eek, eek" will be my only line.
So please help me, Father;
A fur coat's a bother.
So get me to the Church on time!

I'll need a tail hole in my armor.
Cheese nips will always taste sublime!
So quick in a hurry,
You run while I scurry
To get me to the Church on time!

I'll soon forget how I should behave.
No doubt when full moon is up I'll need a shave!

For I'll be a wererat in the morning!
Whiskers and tail will soon be mine.
So quick on the double,
Keep me out of trouble,
And get me to the Church,
Get me to the Church,
For God's sake get me to the Church on time!

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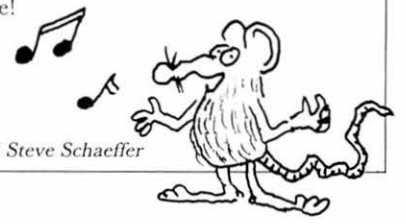

Green Slime

(Sung to the tune of "Greensleeves")

Alas, the fighter has fought his last—
The mages and the clerics too.
Their days of glory are in the past
Because of just one of the cleanup crew.

They started out with their spirits high,
Anticipating a real good time.
They'd no idea that they would die
But 'twas then that they met their first green slime*.

Green slime was all he gave to them;
Green slime was his delight.
Green slime filled the dungeon corridors—
Oozing and sickly-green green slime.

It was immune to both heat and cold,
And it would ignore all their fiercest blows.
I'd rather fight with a yellow mold*,
For at least then you get to make saving throws.

They killed the thing with a *cure disease**,
And the cleric thanked heaven they had won.
They'd not survive many more of these—
But then they thought that there was just one.

Green slime was all he gave to them;
Green slime was his delight.
Green slime filled the dungeon corridors—
Oozing and sickly-green green slime.

The next encounter was trolls in lair,
And they killed them off in record time.
They found both treasure and magic there,
But guarding the loot was a green slime.

They turned, they ran, and they got away—
They left the lair and they barred the door.
They lost the treasure it's sad to say;
They're alive, but alas, they're still poor.

Green slime was all he gave to them;
Green slime was his delight.
Green slime filled the dungeon corridors—
Oozing and sickly-green green slime.

They went their way, they went down the hall,
And they walked right over a dungeon pit.
The pit sprang wide and they took a fall,
And the pit had a green slime in it.

The party's dead and my story's done
We'll roll up new characters for next time.
Tonight's adventure was lots of fun—
And I hope the DM meets a green slime.

Green slime was all he gave to them;
Green slime was his delight.
Green slime filled the dungeon corridors—
Oozing and sickly-green green slime.

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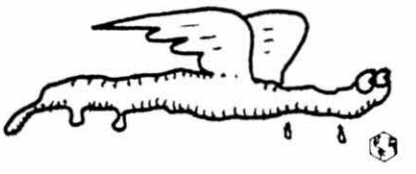

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EXCERPTS FROM THE BOOK OF MISCHIEVOUS MAGIC

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by Frank Mentzer

TSR Inc. recently released "The Book of Marvelous Magic", by Frank Mentzer and Gary Gygax — a compendium of all-new magic items for use with the D&D® and AD&D® games. But some of the items in the original text were thoughtlessly omitted from the final product (due to careful editing). Since good taste was not a requirement for this issue, Frank contributed some of the excised material to our April madness. So enjoy! —Penny

Awl of the Above: If this item is held and the command word spoken, it attracts the attention of an Immortal (a powerful being from the Outer Planes, immune to all character attacks and spells, with very great powers). This being's actions are determined by rolling 1d6, using the chart (right) after applying the following adjustments. If the user is magically *cursed* when the *awl* is used (however minor the *curse*), or is carrying a cursed item, a -1 penalty applies to the roll. If a *wish* is cast before the *awl* is used, *wishing* for good fortune, a +1 bonus applies. After the *awl* is used, there is no way to alter what occurs. The *awl* may be used once per week at most.

Awl Inn: This item will, on command, create an apparently normal door out of thin air. The door may be opened easily, and will remain for 1 turn. Anyone passing through the door will arrive in a safe friendly Inn, where food, drink, and a good night's rest may be had (though at 10 times normal prices). The Inn will contain 1 manager, 1 chef, 1 barkeep, 50 furnished rooms, and 1-20 other visitors of various races (NPCs and monsters alike); at least one of each group also possesses an *awl*. However, it is magically impossible for any visitor to disobey the Manager or to attack or steal from the Inn or any other resident. There is only a gray mist outside of the Inn, and the mist cannot be entered. All visitors will leave the Inn after breakfast (no Saving Throw). The *awl inn* may be used only once per week.

Awl Out: When touched, this item forces the victim to leave the dungeon in which it is found by the fastest available route, immediately. No Saving Throw applies, and the victim will attempt to Evade whenever any encounters present themselves. The victim may fight normally if cornered, but will not stop to pick up any treasure. The *awl out* may be kept by the victim, and functions as a *full awl** thereafter, until it is no longer touched. Note that if the *awl* leaves the victim's hand or skin at any time, its original power returns.

Ball, Foot: When this item is placed on a surface and the command word is uttered, it will follow its owner, rolling along the surface. When picked up, it automatically displays the exact distance it has traveled (measured in yards, contrary to its name) since the command. A second command causes it to reset, starting again at zero yards measured. The *foot ball* can measure a total of 1,000 yards per day, and can display distances accurate to within one tenth of a yard.

Immortal Reaction Chart

Die Roll	Reaction
0	Appear, and then depart with both the character and the *awl*. (The character can only be retrieved by others, who must first regain the Immortal's attention and then please him with a great service or sacrifice).
1	Appear, slay the character (no Saving Throw), and depart, leaving the *awl*.
2	Ignore the summons (nothing happens).
3	Appear, take the *awl*, and depart.
4	Answer any 3 questions for the user, take the *awl*, and depart.
5	Raise any one ability score by 3 points (to 18 maximum), as desired by the user; take the *awl* and depart.
6	Grant 1 *wish* to the holder and depart, leaving the *awl*.
7	Replace the user's *wish* (usable any time thereafter), grant one other *wish* (made at that time), and depart, taking the *awl*.

Bottle of Boos: When opened, this item emits a chorus of loud snarls, hisses, and booing sounds for 1 round, and then ceases. All within 60′ must check Morale (if applicable). Those not affected by Morale (player characters and possibly others) suffer a -2 penalty to Hit and Damage Rolls for 6 turns (no Saving Throw). After 3 openings, the *bottle* disappears.

Can of Spinach: This item contains green leaves in a vile broth. The user must eat both leaves and broth to gain the effect; when consumed, the user must make a Saving Throw vs. Poison or be nauseous, suffering a -4 penalty to Hit Rolls for 3 hours. If the Saving Throw is successful, the user gains 18 strength for 3 hours, with all bonuses applicable.

Canister of Curses: This appears in all respects to be a *canister of condiments***, but the effect of any condiment created may (50% chance per use) cause ill effect to the user, or no effect, as follows:

1. The ketchup causes the user to be *slowed*.
2. The mustard bestows a -2 penalty to Hit Rolls.
3. The pepper blows back on the user.
4. The salt may fall upon the user, or cause snow and ice to grow, or have no damaging effect.
5. The jelly attracts insects to the user.
6. The jam creates barriers on all sides of the user.

The owner or user of a *canister of curses* cannot sell or dispose of the item until a *remove curse* is applied by a caster of 26th level or greater. This *canister* may function normally 1-4 times before revealing the curse.

Censer of Conduct: This item appears identical to a *censer of controlling air elementals*. However, instead of producing the desired result, it emits an invisible gas which has an odd effect on all within 60′. Those affected become unable to explain any detailed action in combat. The victims cannot aim at a specific portion of a target (such as a tentacle); when any victim reaches 0 hit points, it quietly sits down and expires, without bleeding, moaning, or performing any other sort of normal dying activity. The effect is identical to that produced by *game violins*.

Cheese of Odors: This small piece of yellow cheese must be cut to have magical effect. The user may name any one creature when cutting the *cheese*. The *cheese* will remain undamaged, but a strong smell appears, obvious to all within 120′. Other creatures of the type named, if nearby, will

smell the familiar odor and may be surprised to encounter the user of the *cheese* (-1 on surprise roll). The *cheese* can create odors 3 times each day.

Cheese of Vile Odors: This item appears and may function as a *cheese of odors*, but the smell produced may (50% chance per cut) be remarkably bad — so vile, in fact, that all within 60′ suffer a -2 penalty to Charisma and Morale, and a -1 penalty to Hit Rolls and Saving Throws, for 1 turn (no Saving Throw).

Drum, Bass: This item has no magical effect unless struck within 30′ of a freshwater lake or pond. When properly used, it summons 2-8 giant bass, and possibly (20% chance) 1-4 nixies. (Both are described in the D&D® EXPERT Set, pages 49 and 54.) The creatures arriving will be neutral but somewhat friendly toward the user of the *bass drum*, and if communicated with, may offer to help if they can be of assistance (+ 3 bonus to reaction rolls). Nixies are shrewd bargainers, however, and must usually be offered something of magical value in exchange for their services; giant bass can usually be befriended by an offering of food.

Drum, Snare: This item appears and functions as a *bass drum*. However, there is a 100% chance of summoning nixies; 1-4 will appear, but 10 or 20 others will also arrive, hiding nearby. The nixies will usually be hostile (-3 penalty to reaction rolls), and if so, will repeatedly attempt to *charm* the user of the *snare drum*, continuing until successful, until the victim moves out of range (120′), or until 9 or fewer nixies remain, preventing their *charm* attack.

Lute, Cool Hand: This common musical instrument causes the bearer to become resistant to fire (in a manner identical to a *ring of fire resistance*). However, it has the side effect of causing the user's hands to become cold, for a -1 penalty to all Hit Rolls. When the *cool hand lute* is played for the first time, the user's eyes turn a beautiful blue color, and the user must make a Saving Throw vs. Spells or develop an affinity for bovines.

Lute Skywalker: If this normal musical instrument is held in hand and commanded to play, the user can *fly* (as the magic-user spell) with up to 3,000 cn encumbrance. The *lute skywalker* can *fly* up to 3 times per day, for up to 1 hour per use. However, the user also develops a desire for action, traveling far in search of opportunities to fight for deserving causes (especially for those who cannot afford normal mercenaries.)

Pie of Four-and-Twenty Blackbirds: This magical *pie* looks and smells delicious, and causes no ill effect if eaten. If the proper command is spoken while holding the *pie*, it opens and releases 24 black pterodactyls (EXPERT Set, page 54), who will understand and obey the holder of the *pie*. They will fight and/or carry if so instructed, but are too dim-witted to report observations, carry messages, etc. The birds disappear if slain, and cannot be replaced. This item will function but once per day at most.

Pie of Raspberries: This item appears identical to a *pie of four-and-twenty blackbirds*, but when commanded to release its residents, instead emits a long, loud burbling sound, audible to everything within 120′ regardless of intervening walls, doors, etc.

Pie of Rhubarb: This *pie* is identical to a *pie of four-and-twenty blackbirds*, but when commanded to release its residents, instead produces a cloud of reddish smoke in an area 60′ across and 20′ high. All within the cloud will start to argue about meaningless things for 3 rounds; thereafter, each victim may make a Saving Throw vs. Spells to negate the effect. Those failing will continue to argue even if attacked; those making the Saving Throw may act normally. Note that the smoke will not itself cause an NPC or monster to attack, though a PC may respond violently if desired AND if appropriate to the alignment of the character.

Rattle of Shaking and Rolling: This simple *rattle* will cause the user to shake fall over, and roll on the ground for 18 rounds (3 minutes), waving the *rattle* all the while. Each creature within 30′ must also make a Saving Throw vs. Spells or shake, rattle and roll along with the user. Affected victims are penalized by + 2 to armor class and -2 to saving throws for the duration of the effect.

Stocking of Elf Summoning: This plain-looking long stocking is typical of the types worn by peasants. When hung by a chimney and the command word spoken, a fat 10th level elf will appear by descending through the chimney, wearing a bright red and white fur outfit. The elf will assist the user for up to 1 hour, and then vanish. The *stocking* will function only once per year.

Stocking of Mystery: This apparently common stocking is somewhat useful when pulled over the head. The user then becomes completely unrecognizable, even by close friends. The *stocking* will function once per day, for up to 3 turns per use.

Tarts of Accusation: These pastries are tempting; anyone seeing them must make a Saving Throw vs. Spells or pick one up. They cannot be eaten; anyone attempting to do so will merely put the *tart* away in a pouch or other container (no Saving Throw). The *tarts* are *cursed*; anyone carrying a *tart* cannot hide, stay invisible, or otherwise remain unnoticed. A *remove curse* spell will cause the victim to eat the *tart*, requiring a Saving Throw vs. Poison (or die). A *dispel evil* spell from a 26th or greater level caster will cause the *tart* to disappear.

Tarts of Enticement: These pastries appear and function as *tarts of accusation* in all respects, except for the reactions of others. Anyone carrying a *tart* attracts the attention of monsters encountered; such beings will always try to attack the owner of the *tart*, regardless of reaction or Morale rolls. The *tarts* can be removed in the same manner as *tarts of accusation*.

Tarts of a Summer's Day: These pastries appear and function as *tarts of accusation* in all respects, but have no effect on others. The owner of a *tart* may, on command, cause stormy or cloudy weather to change, becoming a brightly lit summer's day in but 1 turn. This use causes the *tart* to disappear.

Violin Rack: This item is a wall rack upon which 2 violins are hanging (when found).

The instruments may be easily removed from the *rack*, which then disappears. Each violin will affect the creature carrying it, and no other; each will vanish if put down, given away, sold, or if otherwise caused to leave the possession of the original owner.

The violins may be one of 4 types:

1. ***Extreme Violins:*** These items appear identical to *unnecessary violins*, but when a Hit Roll of 20 occurs, the user flies into a battle rage, dropping any shield carried and gaining a + 4 bonus to Hit and Damage Rolls while suffering a + 4 penalty to Armor Class. The victim will fight until slain, or until all enemies are slain, without thought of personal safety. There is no limit to the duration or frequency of the effect; the *extreme violins* will disappear at a time decided by the DM.

2. ***Game Violins:*** These items cause their owners to become unable to explain any detailed action in combat. The victim cannot aim at a specific portion of a target (such as a tentacle); when any victim reaches 0 hit points, it quietly sits down and expires, without bleeding, moaning, or performing any other normal dying activity. These items appear normal but are exceptionally clean, as are all types of *game violins*.

3. ***Saxon Violins:*** These items are of ornate design, but have no known effect. They are so rare that none have ever been found — that's why there's no *Saxon violins* in the D&D® game.

4. ***Unnecessary Violins:*** *These items* enable their owners to score critical hits whenever a Hit Roll of 20 occurs. (The DM must create a chart detailing critical hits, such as the severing of body parts, extra damage, etc.) The *unnecessary violins* will disappear at a time decided by the DM.

Yoke, Practical: This item appears and is used in the same manner as a *yoke of obeyance**. However, the user will soon discover the *curse* that comes with it. Anything the user sits upon will make noise; the user's teeth turn black after drinking any liquid; and other similar effects may occur (as created and applied by the DM). When the *yoke* is removed, the *curse* departs, but it will return each time the *yoke* is used.

* *See "The Book of Marvelous Magic".*

** See page 12.

DISPEL CONFUSION

DUNGEONS & DRAGONS®

DQ: How much does skin-tight designer chain mail cost (as lasciviously modeled by the cleric Aleena, illustrated on pages 4, 6, 7, and 8 of the revised Basic Set, Player's Book)?
DA: Designer armor (including the chain mail mentioned, among other types) is available at prices ranging from double the amount listed to a maximum of 100 times the normal price. Cheap designer armor is available at most armories; high-priced designer armor is normally found only in large cities. Look for the designer name imprinted on the armor, or (in the more expensive types) woven into the design; beware of imitations. Note, however, that designer armor provides no better protection than normal armor, and may in fact be of inferior quality (as with designer anything). It is more appropriate for a royal party than for actual adventuring.

DQ: What are the creatures illustrated on pages 9 and 14 of the D&D® Companion Set (other than the human on page 9)?
DA: These are monsters known as Wimps. A Wimp is a humanoid creature similar to a normal human or humanoid in most respects, except that it has 1-2 hit points per Hit Die, suffers a -4 penalty to all Saving Throws, always fails Morale checks, and rarely hits a target. XP values for defeated wimps are subtracted from, rather than added to, the total XP gained during an adventure.

DQ: In the D&D Companion Set DM Book, page 14, adjustments for the *War Machine* system are given for Defender only. There is an asterisk next to the word "Defender". What does this mean?
DA: The asterisk indicates that a footnote applies to the details in question. The footnote appears at the top of the next column.

Remember that, when reading the rules to a fantasy game, the normal rules of the English language do not apply. Footnotes don't have to go at the foot of a page, like you learned in school; we can put them anywhere. They don't have to be sentences, either. For example, the six-column list of 138 buildings, areas, and persons on page 37 of the Expert Set rulebook is a footnote for a sentence in the middle of the first column on that page. Furthermore, not all asterisks indicate footnotes; many spell names have asterisks to indicate reversed spell effects (sometimes on the same page as asterisks used to indicate either proper or improper footnotes).

So whenever you think there might be a footnote lurking somewhere in the vicinity, check the rules carefully to be sure you're not mistaken. Then, if a footnote might actually be loose, try to sneak up on it quietly. I'm sure you'll find the results very rewarding.*

DQ: What weapon is the cleric illustrated in the Expert Set (page 5) wielding? (This illustration is also used in POLYHEDRON™ Newszine #22.)
DA: This is an unusual medieval combat device known as a croquet mallet. It inflicts only 1-3 points of damage itself, but may be used to propel a specially designed missile — a small round wooden ball, varying from 3-5 inches in diameter — to ranges of 30/60/90; damage is 1-8 points per hit. The missile is placed on the ground and struck by swinging the mallet in a long arc. (This same method of attack is used with a very similar weapon, the gof club, but the missiles fired are quite different.)

The users of such weapons are fond of keeping track of the number of victims hit (in the great fantasy tradition established by a certain dwarf and elf in a battle in a literary trilogy). Double score applies if the ball passes through an arched doorway in its path. The cleric in the illustration (obviously a strong devotee of the pastime, as indicated by the device over his belt buckle) is obviously gesturing towards one such victim, claiming it for score.

DQ: What do you do with the crayon?
DA: I don't do anything with the crayon. What do YOU do with the crayon? What do you WANT to do with the crayon?

Some people use the crayon to color in the numbers on the dice. This can be relatively useless if, for example, you get a red crayon and red dice. Most of the crayons are lighter colored, and most of the dice are darker colored, so it usually works out. However, this is not a guarantee.

Don't eat the crayon, and don't give it to the dog. Don't dispose of it, either, as you'll probably find a use for it just after you throw it away. Once you find it in the box, you're stuck with it — probably forever, unless you can sell it.

On that topic, note that the GEN CON® XVIII Game Fair Auction will not accept crayons unless they are in the original container, i.e. the game box. You may, however, keep the game rules and sell the crayon and the box as a set. If you try to sell the dice, they should be packaged separately, as they will bring down the value of the box and the crayon.

DQ: In the Expert Set, what spell is being illustrated on page 16?
DA: This all-purpose illo can be considered an illustration for *stone to flesh* — which would seem to need no illustration — or, a more likely choice, for *geas*. The magic-user on the left seems to want the fetching young lady on the right to perform a specific action. Before you jump to conclusions, note that the magic-user likes to wear feathers and beads, and thus probably wants some typically mundane service. (Note also that the lady is wearing a designer helmet, as referenced in a previous question.)

DQ: Do you really answer questions that people send in?
DA: Yes.

** Just checking your alertness. You can go back to the article now.*

Advanced Dungeons & Dragons®

ADQ: Attached is my 2401 page double-spaced typewritten manuscript dealing with the difference between the Neutral and True Neutral alignments

(the former being suitable for most characters, but the latter restricted to druids). Will you please publish it as a member submission?
ADA: No.
ADQ: The description of the 5th level druid spell *wall of fire*, when discussing the differences between *sheet* and *ring* forms, notes that "the former is stationary, while the latter moves as the druid moves". What does this mean?
ADA: In this case the phrase "the former" refers to the sheet as being the former form. The ring comes latter. Stationary means "having a fixed position"; fixed means repaired, while position means everything (or so I'm told). It seems that the former form is repaired and everything, and therefore the latter is up against the wall...or something to that effect.

The ring must also be fairly flexible, sinces its movements match those of the druid. If the druid has a broken leg, the ring will limp right along with him.
ADQ: In the DEITIES & DEMIGODS™ Cyclopedia, the Ethereal Encounters Table (pg. 132) makes no mention of the deities described in that book. Are such beings ever encountered in the Ethereal Plane?
ADA: We do not currently publish that work, and suggest you write to another department for information on out-of-print works.
ADQ: Hrmph. All right, in the Ethereal Encounters Table of the LEGENDS & LORE book (page 132), should deities be included?
ADA: Oh, *that* book. Well, yes, applying the following procedure. The DM rolls 1d8, and ignores the result. Then he or she rolls 1d4; on a result of 1-3, the first roll is repeated, but on a result of 4, the DM rolls 1d10 to see if 1d6 should be rolled. (At this point, the DM should start using 1d12 to record the number of rolls he or she has made with 1d8.)

If the result of the 1d10 roll is 1-5, the answer is yes; if the result is 6-9, the answer is no; if the result is 10, the answer is "busy; try again later", and the DM should then carefully invert the twelve-sided die. If the answer was yes and 1-4 (1d4) or fewer rolls of 1d8 have been made, the DM rolls 1d6, re-rolling any result of 6 or more. If the answer was yes and four or more rolls of 1d8 have been made, the DM returns to the first step, and he or she carefully inverts the 1d12.

If the 1d6 roll has been made and if the number showing atop the 1d12 is equal to or less than the result of a separate roll of 1d12, a deity may be inserted on the chart in place of the elder titan, (who is considered to have stayed home that day). However, if the 1d6 roll has been made and the number showing atop the 1d12 is greater than the results of the separate 1d12 roll (regardless of the actual number of times the 1d8 has been rolled), a deity should be inserted in place of all the elementals (28-37), who probably shouldn't be on the table in the first place.

Note that this procedure is slightly different (and much simplified, of course) from that recommended for modifications to the Astral Encounters Table on the following page. Limited space unfortunately precludes an explanation of that process.
ADQ: Was the huge, doughy, man-like being featured in a recent hit motion picture actually a creature from the AD&D® Game?
ADA: Yes, and congratulations for being so observant. That was our very own Ogremoch, who normally plays a starring role in the long-running FIEND FOLIO® Tome show. As he has been generally unsuccessful in trying to find evil earth elementals, evil khargra, and evil xorn (none of which exist in the game system, despite Ogremoch's description), we loaned him to the studio for a cameo role. Several envelopers (from the same volume) also applied, but their skills were sadly insufficient for the demands of the role.

Ogremoch has just returned from visiting relatives on Easter Island during his post-production vacation, and is happily back at his old job and showing off his tan.

We must announce, as long as we're on the topic, that the creatures employed by TSR, Inc. for roles in the monster listings are not, according to their contracts, required to sign autographs or make public appearances. All requests for pictures must be sent to their respective agents. (*Editors note: Despite the contractual freedom allowed to our employee creatures, Roger Moore can often be convinced to sign autographs — even those of other people.*)

TOP SECRET®

TSQ: What effects would exposure to 1 cubic inch of uranium have on an agent?
TSA: The glowing agent could light dark alleys, expose camera film, and be used to locate fractures.
TSQ: How far away can silenced gunshots be heard?
TSA: That depends on whether or not the bullet falls in a forest.
TSQ: Tarantulas are not, repeat not, poisonous to man. They can inflict an injury by biting; and human contact almost always results in fright reactions (the usual reaction to being bitten by a large, hairy creature). But the most poisonous tarantula has less poison than the average wasp, and no one has ever suffered a death due to its bite, except for the large number of people who die due to a cardiac arrest. You can't tell me that every agent is risking a cardiac arrest when he meets a tarantula. Why then is "Tarantula Bite" on the Execution Table?
TSA: Agents with powers of observation such as yours are few and far between. Your reasoning is sound and you are a credit to your agency. Not many agents would be willing to question the word and authority of "The Administrator". Your pay bonus for this bit of research will be delivered in a sealed lead box by special courier. Ignore any ticking sounds emanating from the container. Next question.
TSQ: What is "drawing and quartering" on the Execution Table?
TSA: It is NOT similar to origami, the Japanese art of folding paper into decorative shapes.
TSQ: What are the Hand-to-hand Weapon Values and Damage Modifiers for chain saws and outboard motors?
TSA: Both have HTH Values of 325 and Damage Modifiers of +(1-10).
TSQ: I would like to know about bullet removal; specifically the time, difficulty, and risk of further injury (or death) involved. What skills and materials would you need?
TSA: See previous question.

"Zee Chef"

by Bruce Heard

Have you ever tasted a dish so fine that you tried to make it yourself, but couldn't quite duplicate the recipe? Recent research has unearthed a great culinary secret —the finest chefs are actually spellcasters, and the secret ingredient in their recipes is a touch of magic. Now, for the first time, the powers and abilities of the chef are presented below, so that you can add some delicious sorcery to your own campaign world.

The Class: The chef is a non-player character devoted to furthering the culinary arts and learning more about native delicacies. Chefs may be of any humanoid race, but they are rarely encountered in the wilderness, preferring civilized locations to practice their trade. Chefs are usually found in smoky and sooty lairs called kitchens, frequently in the employ of high-ranking nobles who can afford to pay the salaries they demand.

Requirements: A chef must have strength, intelligence, and constitution scores of at least 9, and a chef with an intelligence of 16 or more gains a 10% bonus to earned experience. Although they may be of any neutral alignment, very few chefs show the distinctive behavior of evil. The experience requirements and spell abilities for the chef class are detailed on the table below.

Experience Progression: The chef's special techniques are closely related to those of the alchemist, involving the mixing of various ingredients to obtain a specific product. But the chef's creations are intended to be eaten...and enjoyed. Chefs improve their abilities by creating new dishes from rare substances, and their secrets are closely guarded.

To become a 1st level common cook, the cook's boy must bring his master an uncommon ingredient and participate in the preparation of the final product. (Cook's boys frequently offer their culinary services to adventuring parties free of charge in the hopes of finding such an ingredient to start their careers.) Thereafter, the chef gains 2 XP per gold piece earned for services.

Chefs may also earn experience points for inventing new recipes. The base chance for success in preparing a new dish is 60% + 5% per chef level. This is modified by -10% per 1000 XP value of each special ingredient. (Normal ingredients have a negligible XP value.) If the chef is successful, the new recipe may be recorded into the Cook Book. Thereafter, the chef gains a 30% bonus to the chance of success for subsequent attempts to prepare the same dish. The DM secretly checks for success each time the recipe is attempted, and applies appropriate penalties for failure according to the chosen ingredients.

The chef gains the XP value of any substance used in a new creation, in addition to the XP for extra cash payments. For example, Chef Armand discovered how to distill "Imperial Purple Worm Liquor" and his Duke rewarded him with an extra 500 gp for his brilliant invention. The XP award is: 4,900 + (500 × 2) = 5,900 XP.

Chefs may trade or sell recipes and spells amongst themselves as desired. No experience is awarded for traded spells, but recipes acquired in this manner are worth half their original XP value, awarded upon the first successful preparation of the dish.

Abilities: All chefs have the innate ability to determine the presence of poison in food by smell or taste. The chance of success is 25% + 3% per chef level.

At 15th level, the chef gains the ability to brew magic potions as a 7th level magic-user. A Grand Cordon-Bleu will usually retire from the futility of human civilization and find an isolated abode, there to create rare dishes that no being of lesser sensitivity could ever appreciate...

Combat: Although chefs do not usually resort to violence, combat is sometimes necessary in self-defense or to acquire rare ingredients. Chefs fight on the Thief Combat Table, and are proficient in the following weapons, as well as dagger:

Weapon	Damage
Butcher Knife, chopper or other sharp kitchen tool	1d6
Large ladle, frying pan, rolling-pin or other blunt kitchen tool	1d4

Oil is also used frequently. Female Chefs have a +2 bonus "to hit" with the rolling pin. The chef may use any pan lid as a small shield, or the pan itself as a helm, but no other forms of armor are permitted.

Restrictions: The chef's philosophy is to further the cause of good and enjoyable nutrition; therefore, the use of poison is strictly forbidden. Anyone caught attempting to serve poisonous food or

Level	Experience	6-sided Dice for Accumulated Hit Points	Level Titles	Spells 1	2	3	4
0	0	1d2	Cook's Boy	-	-	-	-
1	1—1,000	1	Common Cook	1	-	-	-
2	1,001—3,000	2	Cook	2	-	-	-
3	3,001—6,000	3	Baker	2	1	-	-
4	6,001—10,000	4	Head Cook	3	1	-	-
5	10,001—15,000	5	Steward	3	2	-	-
6	15,001—25,000	6	Royal Steward	3	2	1	-
7	25,001—40,000	7	Imperial Steward	4	2	1	-
8	40,001—60,000	8	Warden of the Banquets	4	3	1	-
9	60,001—90,000	9	Chef	4	3	2	-
10	90,001—130,000	10	Master Chef	4	3	2	1
11	130,001—180,000	10 + 1	11th Level Master Chef	5	3	2	1
12	180,001—250,000	10 + 2	12th Level Master Chef	5	4	2	1
13	250,001—350,000	10 + 3	13th Level Master Chef	5	4	3	2
14	350,001—500,000	10 + 4	14th Level Master Chef	5	4	3	2
15	500,001—700,000	10 + 5	Grand Cordon-Bleu	6	4	3	2

250000 XP/LVL per additional level beyond the 15th.
Chefs gain 1 hp per level after the 10th.

introduce poison into an edible substance (especially a chef's culinary creation) will be dealt with severely by the chef in charge.

Spell Casting: Chefs gain and use their spells much like magic-users. Both new spells and recipes are recorded into the Cook Book, and each morning the chef chooses spells to memorize for the day.

Chef Spells

Affect Normal Fires (Alteration)

Level: *1*
Range: *½"/level*
Duration: *1 round/level*
Area of Effect: *3' diameter fire*
Components: *V,S*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 1st level magic-user spell of the same name.

Create Condiments (Alteration)

Level: *1*
Range: *1"*
Duration: *Permanent*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: The caster can create one bag of salt and one bag of pepper, each weighing 1 pound per level. The material component is a small salt box.

Create Wine (Alteration)

Level: *1*
Range: *1"*
Duration: *Permanent*
Area of Effect: *Up to 27 cubic feet*
Components: *V,S,M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 1st level clerical spell *create water*, except that wine is produced instead.

Dancing Bites (Conjuration/Summoning)

Level: *1*
Range: *1"/level*
Duration: *5 rounds + 1 round/level*
Area of Effect: *20' diameter sphere*
Components: *V,S,M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: When the chef casts this spell, 1d10 small mouths appear in the air and start eating away at any food, rations, garbage, bones, etc. within the area of effect...an excellent trash disposal method for sloppy cooks. Each mouth will absorb 1 pound of "edible material" per round. The mouths cannot be used to attack creatures. The material component is a tooth.

Edible Glamour (Illusion/Phantasm)

Level: *1*
Range: *1"*
Duration: *Permanent*
Area of Effect: *One dish*
Components: *V,S,M*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: This spell can be used to decorate a dish, to impart a special flavor, or even to create faint sounds (like the sound of crispy bread, popping, crackling, bubbling, etc.), at the choice of the caster. It has no effect on creatures, and is permanent until the food is destroyed or eaten. The material component is a pinch of paprika.

Fast Foods (Alteration)

Level: *1*
Range: *0*
Duration: *Permanent*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *Instant*
Saving Throw: *None*

Explanation/Description: This spell is equivalent to a clerical *create food & water*, except for the following additional effects. The food produced will come in small boxes; the juicy food will always be between two buns; and the drink is a bubbling black liquid. Note however that this spell variant has never been totally mastered, and a possible side effect may occur. There is a 5% chance per box created that it will be empty when opened, and a horrible alien voice will shriek, "Huerzdabeeph?". The material component is one fried potato.

Read Culinary Magic (Divination)

Level: *1*
Range: *0*
Duration: *2 rounds/level*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: This is equivalent to a regular *read magic* spell, except that it empowers the caster to understand a chef's spell or an unknown recipe instead of normal magic. The chef automatically receives this spell upon reaching Level 1. The material component is a jelly prism.

Spectral Smell (Alteration)

Level: *1*
Range: *1"/level*
Duration: *1 turn/level*
Area of Effect: *One creature or item*
Components: *S,M*
Casting Time: *1 segment*
Saving Throw: *Negates*

Explanation/Description: This spell imparts a pleasant smell to any creature or item on which it is cast. The smell is appetizing to whatever creature type is most numerous within a 100' radius of the target. Creature targets are permitted a saving throw vs. spells to avoid the effect. The material component is one drop of vanilla extract.

Cream Tarts (Evocation)

Level: *2*
Range: *6" + 1"/level*
Duration: *Special*
Area of Effect: *1 or more creatures in a 10' × 10' area*
Components: *S,M*
Casting Time: *1 segment*
Saving Throw: *Special*

Explanation/Description: Except as noted, this spell resembles the magic-user's *magic missile*. Instead of missiles, cream tarts spring forth from the caster's hands and automatically hit the designated target(s). Although they do no damage, victims must save vs. spells or be blinded by the cream for the following round. The material component is a cream tart.

Conjure Hunger & Thirst (Abjuration)

Level: *2*
Range: *1"/level*
Duration: *1 round/level*
Area of Effect: *30' diameter sphere*
Components: *V,S,M*
Casting Time: *1 round*
Saving Throw: *Special*

Explanation/Description: This spell will affect one HD (or level) of creatures within the area of effect per level of the caster. The affected creatures feel extremely hungry and/or thirsty (at the choice of the caster) for the duration of the spell, and must save vs. spells or charge in the direction of the closest source of food, consuming as much as they can, or fighting for the food if there is not enough for all. The material component is a fried chicken leg.

Fools Foods (Alteration)

Level: *2*
Range: *1"*
Duration: *1 turn/level*
Area of Effect: *Special*
Components: *V,M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: This spell creates an appetizing meal for a number of creatures equal to the caster's level. The illusionary food will disappear after the spell duration expires, but those who ate it will feel as satisfied as they would after a normal meal...a proven success for those on a diet! The material component is a picture of the desired meal.

Magic Jam (Alteration)

Level: *2*
Range: *1"/level*
Duration: *1 turn/level*
Area of Effect: *1 square foot/level*
Components: *V,M*
Casting Time: *1 segment*
Saving Throw: *None*

Explanation/Description: When the chef casts this spell, a large patch of jam resembling an ochre jelly appears on the designated

spot. Those who step on it are hopelessly stuck, unless they are able to take off their boots (or equivalent) and jump off. The jam may be removed by applying 1d6 points of fire or acid damage per square foot, but any creatures stuck in it at the time will suffer an equivalent amount of damage. The material component is 1 spoonful of jam.

Pepper Cloud (Evocation)

Level: *2*
Range: *3″*
Duration: *1 round/level*
Area of Effect: *2′ × 2′ × 2′ cloud*
Components: *V,S,M*
Casting Time: *2 segments*
Saving Throw: *Special*

Explanation/Description: This spell is equivalent to the magic-user's *stinking cloud*, except that the victims will sneeze and choke for the duration of the spell. (A successful saving throw vs. spells will negate the effect.) The spell affects any creatures entering the cloud, regardless of level or hit dice. The material component is a bag of pepper.

Preserve Food & Drink (Alteration)

Level: *2*
Range: *0*
Duration: *1 week/level*
Area of Effect: *100 lb. of food or drink*
Components: *V,S,M*
Casting Time: *5 rounds*
Saving Throw: *None*

Explanation/Description: This dweomer empowers the chef to preserve up to 100 pounds of food or drink for a period of 1 week per level of the caster. The spell is usually cast on fresh meat or vegetables, but if used against a living creature, the effect is treated as if a *cone of cold*. Victims at 0 hit points or below suffer no further damage, but are "preserved" for the duration, i.e. no decay will occur. (Several spells could be necessary for heavier creatures.) At the end of the spell duration, the creature "preserved" permanently loses 1 pt of constitution (or 1 hit die, whichever applies) and must immediately be brought back to a positive number of hit points or death will occur. Preservation will stop any regenerating or other biological processes. The material component is 1 drop of vinegar.

Produce Flame (Alteration)

Level: *2*
Range: *0*
Duration: *2 rounds/level*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: This spell is equivalent to the 2nd level druid spell of the same name, except that the material component required is one drop of oil.

Spice (Alteration)

Level: *2*
Range: *1″*
Duration: *1 turn/level*
Area of Effect: *One dish or creature*
Components: *V,S,M*
Casting Time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: This spell is usually cast on food to give it a special flavor. However, if cast on a living creature, the latter must save vs. spells or turn deep red (with steaming pouring from his ears), breathe once as a young dragon in the direction he was facing when the spell was cast, and run to the nearest source of liquid to jump in. The material component is a pinch of cayenne pepper.

Transmute Stone to Jelly Beans (Alteration)

Level: *2*
Range: *3″*
Duration: *1 turn/level*
Area of Effect: *1 cubic foot/level*
Components: *V,S,M*
Casting Time: *1 round*
Saving Throw: *Special*

Explanation/Description: This spell enables the caster to change the specified volume of earth, sand, mud or stone into small jelly beans. The beans will instantly revert to their original form if they get wet, which may create severe digestive problems for anyone who has eaten them. The material component is 1 large candy bag.

Explosive Prunes (Alteration)

Level: *3*
Range: *0*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V,S,M,*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: This spell causes one magical prune per level of the caster to materialize in a pouch. Each prune will explode for 1d4 points of damage if thrown, crushed, or chewed. Unused prunes will disappear when the spell duration expires. The material component is a leather pouch.

Food Fight (Enchantment/Charm)

Level: *3*
Range: *0*
Duration: *1 round/level*
Area of Effect: *100′ diameter sphere*
Components: *V*
Casting Time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: This spell is generally used in places where people or creatures gather to eat. When the caster screams "Food fight!", all creatures in the area of effect must immediately start fighting each other with whatever food is available, until there is no food left or until the spell duration expires. The caster is not affected.

Food Trap (Alteration)

Level: *3*
Range: *1″*
Duration: *Permanent until discharged*
Area of Effect: *One dish or drink*
Components: *V,S,M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: This spell will affect any one particular dish or drink, causing any creature that consumes the affected material to save vs. spells or hiccup violently for a number of rounds equal to the caster's level. No spell casting, intelligible speech, or use of breath weapons is possible, and the victim is at -2 on all "to hit" rolls while so affected. The material component is 1 cream puff.

Gourmet Touch (Alteration)

Level: *3*
Range: *1″*
Duration: *Permanent*
Area of Effect: *10 lb. of matter*
Components: *V,S,M*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: This spell transmutes 10 pounds of non-living matter into edible material according to type, as shown below:

Minerals: sugar, caramel, candies
Metals: fruit or vegetable pulp (at the choice of the caster)
Hard vegetables: cakes, biscuits, chocolate
Non edible flesh: edible meat of distinctive colour and taste
Other: ice cream or other sweets

The material component is a can of caviar.

Heat Metal (Alteration)

Level: *3*
Range: *4″*
Duration: *7 rounds*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *4 segments*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 2nd level druid spell of the same name, except that when the metal temperature reaches "hot", a stream of vapor will issue forth with a whistling sound, similar to a teakettle. The material component is a teabag.

Locate Food (Divination)

Level: *3*
Range: *6″ + 1″/level*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: This spell will function as the 3rd level

cleric spell *locate object*, except it detects only edible food or drinks of a specified kind. It may be used by the chef to find precious (future) ingredients. The material component is an ancient menu card.

Neutralize Poison (Alteraton)

Level: *3*
Range: *Touch*
Duration: *2 rounds/level*
Area of Effect: *Creature touched*
Components: *V,S*
Casting Time: *5 segments*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 3rd level druid spell of the same name, except that the material component is 1 gallon of milk.

Purify Food & Drink (Alteration)

Level: *3*
Range: *3″*
Duration: *Permanent*
Area of Effect: *1 cubic foot/level, 1″ square area*
Components: *V,S*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: This spell is the same as the 1st level cleric spell of the same name.

Sudden Craving (Enchantment/Charm)

Level: *3*
Range: *Touch*
Duration: *Until fulfilled*
Area of Effect: *One creature*
Components: *V,S,M*
Casting Time: *1 segment*
Saving Throw: *Neg.*

Explanation/Description: Similar to a *quest* spell in many respects, the caster may cause one creature to seek a specific type of food to the exclusion of all other activities unless a saving throw vs. spells is successful. The caster must speak to the victim (in a language it can understand) and suggest a dish, drink, or ingredient (that may still be alive), with a superabundance of appetizing descriptions. The victim will feel a sudden craving for the food described, seek it out, and do whatever is necessary to obtain and devour it. The material component is a slice of cake.

Spaghetti Curse (Evocation)

Level: *3*
Range: *½″/level*
Duration: *Special*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *2 segments*
Saving Throw: *Neg. or ½*

Explanation/Description: When this spell is cast, huge strands of pasta appear in the area designated by the caster, creating an effect exactly like the magic-user's *web* spell, except as noted above. Two spectral bards with stringed instruments appear near the pasta web and begin to sing in an unknown tongue. If the victim breaks free, the two bards will follow and sing until dispelled or given sufficient money (DM's option as to how much is enough). The material component is a strand of dried spaghetti.

Cocoademon (Conjuration/Summoning)

Level: *4*
Range: *1″*
Duration: *Permanent until dispelled*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *3 hours*
Saving Throw: *None*

Explanation/Description: With this spell, the chef creates a 10″ tall demon-like creature made of chocolate, which can obey simple instructions from its creator (such as carrying light objects, stealing a small item, sounding an alarm in case of an unexpected visit, etc.). The cocoademon is of low intelligence and, though loyal to its creator, it likes practical jokes and causing mischief (but hates hot temperatures). It has 1 hp per level of the caster and an armor class of 10. The material component is 3 pounds of chocolate.

Fry (Evocation)

Level: *4*
Range: *10″ + 1″/level*
Duration: *Instantaneous*
Area of Effect: *2″ radius sphere*
Components: *V,S,M*
Casting Time: *3 segments*
Saving Throw: *½*

Explanation/Description: This spell is equivalent to the magic-user's *fireball*, except that instead of producing a blast, it fries everything in a 30 cubic foot area for 1d6 points of damage per level of the caster (save vs. spells for half damage). The material component is an "asian cocktail".

Mashmorph (Conjuration/Summoning)

Level: *4*
Range: *1″*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: This spell summons a powerful spirit from one of the outer planes to form a 5′ tall white creature that moves at 12″. At command of the caster, it will jump on a designated target and attack for 1d10 points of damage per successful hit. At the end of the spell duration, it returns to the marshmallow plane whence it came, along with the spell components. The material component is 1 pouch of marshmallows.

Simulacrumb (Illusion/Phantasm)

Level: *4*
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One creature*
Components: *V,S,M*
Casting Time: *Special*
Saving Throw: *None*

Explanation/Description: The effect of this spell is equivalent to that of 7th level magic-user spell *simulacrum*, except that the duplicate is created from bread or a similar material. The material component is 5 loaves of bread.

As a reference, here is the menu of a dinner party served during a seminar of the Magocrats of Zhor.

menu

Griffon Quiche Supreme	Troll Steak a la Tartar served with Sweet Algae Rolls
—	—
Sparkling Purpleberry	—
—	Salad of the Bard
Golden Apple Pie Excellence	

The meal should be served with the memorable chilled wine of the Zhor Monastery

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Spiritual Tenderizer (Invocation)

Level: *4*
Range: *3″*
Duration: *1 round/level*
Area of Effect: *One opponent*
Components: *V,S,M*
Casting Time: *5 segments*
Saving Throw: *Special*

Explanation/Description: This spell is similar to the 2nd level clerical spell *spiritual hammer*, except that it also reduces the target's armor class by 1 point per successful hit. If the victim reaches AC 10, it is "tenderized" and falls unconscious for 1d6 turns, after which the armor class returns to normal and the victim awakens. The material component is a meat mallet.

Stuff (Evocation)

Level: *4*
Range: *1″/level*
Duration: *Special*
Area of Effect: *One dish or creature*
Components: *V,S,M*
Casting Time: *2 segments*
Saving Throw: *Special*

Explanation/Description: This spell creates up to 5 pounds of bread stuffing per level of the caster. If cast on a living creature, the stuffing will materialize inside the stomach, forming a large, prominent belly. The amount of stuffing a creature can safely "contain" depends upon its size; 1/2 pound per foot is sufficient to satisfy hunger. Amounts over this limit cause the victim to fall asleep for 24 hours to digest the extra food; and stuffing in excess of twice the amount needed to satisfy hunger will kill the victim instantly unless a save vs. spells is successful. (A successful save indicates that the excess stuffing has materialized on a plate outside the victim's body.) Halflings are immune to the baneful effects of this spell. The material component is a bread cube.

Below are the instructions for preparing the sample menu. Each recipe serves five.

Griffon Quiche Supreme

1. Fetch 1 griffon egg and beat until foamy.
2. Prepare regular quiche crust.
3. Mix 1 quart of whale milk with the beaten griffon egg.
4. Add 5 ounces of leucrotta cheese, a pinch of nutmeg, and a powdered treant leaf. Season with salt and pepper.
5. Pour into crust.
6. Bake until golden, cast a *spectral smell*, and serve warm.

Sparkling Purpleberry

1. With a ladle, drop five baby gelatinous cubes into five crystal glasses.
2. Pour the juice of one lemon over the cubes and let them exude their digestive fluids for 6 hours.
3. Absorb fluids with a silk cloth.
4. Chill cubes and, immediately before serving, add five drops of ogre mage blood and a pint of vintage sparkling liquor.
5. Stick a purpleberry on top of each cube and serve cold.

Troll Steak a la Tartar

1. Catch a troll (preferably young and tender).
2. Quickly chop and grind 3 pounds of tenderloin.
3. Burn remaining parts or adequately preserve.
4. Soak ground tenderloin in a cooked earth pot of fermented green slime vinegar.
5. Cover and let rest for 3 days so both attacking and regenerating effects permanently stabilize.
6. Hand shape stabilized tenderloin into 5 round patties, each with a depression in the center.
7. Add a pinch salt and pepper and cast a *spice*.
8. Break a giant slug egg on each serving portion and serve at room temperature.

Sweet Algae Rolls

1. Pluck 10 strangle weeds from the local moat.
2. Grind and allow the residue to ferment for a week.
3. *Fry* rapidly and arrange 10 portions the shape of rolls.
4. Cover with Bluemoon Sauce and serve with main course.

Salad of the Bard

1. Finely mince one pound of fresh shrieker.
2. Cast an *edible glamour*, and season with salt and pepper.
3. Serve in a bowl with vinegar, mustard and oil dressing.

(If the shrieker is fresh enough, each mouthful should produce pleasant whistling sounds as it is chewed.)

Golden Apple Pie Excellence

1. Melt 3 true golden apples (Hesperides brand if possible).
2. Add 1 drop of mercure and 1/3 cup of dried ochre jelly stabilizer.
3. Cast a *gourmet touch* for apples and a *neutralize poison* (for the mercure).
4. Pour the golden apple sauce into 3 apple molds and cool.
5. Slice hardened apples and prepare pie normally.
6. Add a pinch a cinnamon and bake.
7. Serve warm with freshly whipped cream.

(The golden apples slices should retain their original gold tint, and have the consistency of normal apples.)

The MALE of the SPECIES

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by Frank Mentzer

Editor's Note: Last issue we published the description of "Amazons", by Gary Gygax. But although the men associated with these warrior women were mentioned briefly, their statistics and lifestyle were never fully described. To correct that oversight, we now present....

MEN
Emezon

FREQUENCY: Extremely rare
NO. APPEARING: 1-4
ARMOR CLASS: 8
MOVE: 9″
HIT DICE: 1 (d6)
% IN LAIR: 99%
TREASURE TYPE: Special
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon (see below)
SPECIAL ATTACKS: Cleric spells
SPECIAL DEFENSES: Wail
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M (5'-6′ tall)
PSIONICS: Nil
LEVEL/X.P. VALUE: Variable

Emezons (also called scullions) are the famous but elusive male amazons (q.v. POLYHEDRON™ Newszine #22, pg. 8). Their ability scores are average in all respects.

Emezons normally do not wear armor, except for a leather apron (AC 7) at mealtimes, which is adorned with tribal runes forming the phrase "Common Gadit". At such times, an emezon is usually armed with a heavy metal pot or skillet, which may be used as if a mace. On rare occasions, emezons may be found with their amazon mistresses, acting as guards. They are then similarly armored and armed.

If attacked in lair, an emezon will often start an unearthly wailing, which causes each creature within 60′ to make a saving throw vs. spells. Those failing will immediately try to comfort and protect the poor thing.

Rumors indicate that all emezons are spellcasters, as they are prone to chanting words of various types while preparing meals. Detailed observation indicates that while a few are actually clerics, reaching a maximum of 5th level of experience, others are low-level chefs (see "Zee Chef", on the preceding pages for details), preoccupied with dweomers involving the creation, purification, and flavoring of food and drink.

Emezons are exceptionally skilled at child raising, interior decorating, and hair styling, and are thus treasured and protected by amazons at all times. The most skilled emezon in a tribe is usually awarded a small sculpture (of an otter or seal), as a token of the amazons' approval. This item may be passed on to a new winner each month.